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METAFORA

Learning to learn together:

A visual language for social orchestration of educational activities

STREP

ICT / Technology-enhanced learning

User Manual

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Dissemination Level

PU Public	**X**
PP Restricted to other programme participants (including the Commission Services)	
RE Restricted to a group specified by the consortium (including the Commission Services)	
CO Confidential, only for members of the consortium (including the Commission Services)	

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Abstract	In this document we present how to use the Metafora platform with all its features and functionalities.

Keyword list	Metafora platform, Metafora system, Planning Tool, visual language, resource cards, Workbench, Reflection Tool, landmarks, CAVilLag.

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Abbreviations used:

URL – Uniform Resource Locator

HIF – High Interruptive Feedback

LIF – Low Interruptive Feedback

NIF – No Interruptive Feedback

PiKI – Pirates of the Kinematics Island

CAVilLag – Challenge Authoring tool for the Visual Language

1. URL

English:
https://metaforaserver.ku.de

Greek:
https://metaforaserver.ku.de/?locale=gr

Hebrew:
https://metaforaserver.ku.de/?locale=he

Spain:
https://metaforaserver.ku.de/?locale=es

German:
https://metaforaserver.ku.de/?locale=de

Portuguese:
https://metaforaserver.ku.de/?locale=pt

Chinese:
https://metaforaserver.ku.de/?locale=zh

Browser: we recommend using Google **Chrome** (updated version).
Cookies need to be enabled.
Stable internet connection is required.

Please note: The only secret data in the Metafora system is the user password, all other data is open and freely accessible to Metafora users.

2. Login

Please open your internet browser, enter the URL and press return to call the URL. The login screen of the Metafora platform will open.

The login process of Metafora comprises four screens:

- Username and Password
- Group
- Challenge
- Plan

In order to login to the system, all four screens consecutively need to be conducted.

2.1. *Username and Password*

In the first screen you are asked you enter your username and your password.

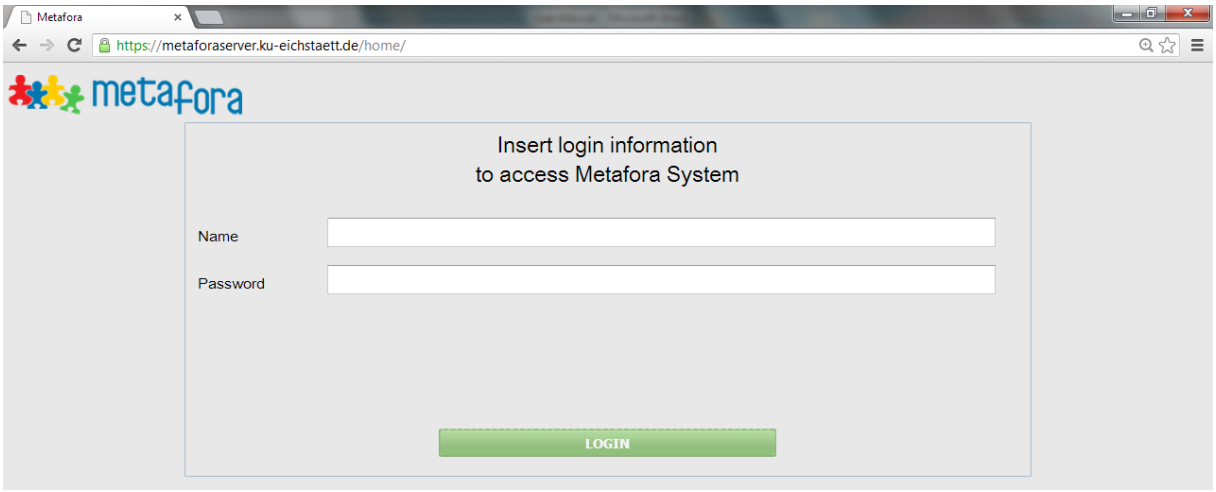


Image 1

Please enter your username and password and click on the **LOGIN** button.

If you do not have a user account yet, please take a look at register a new user.

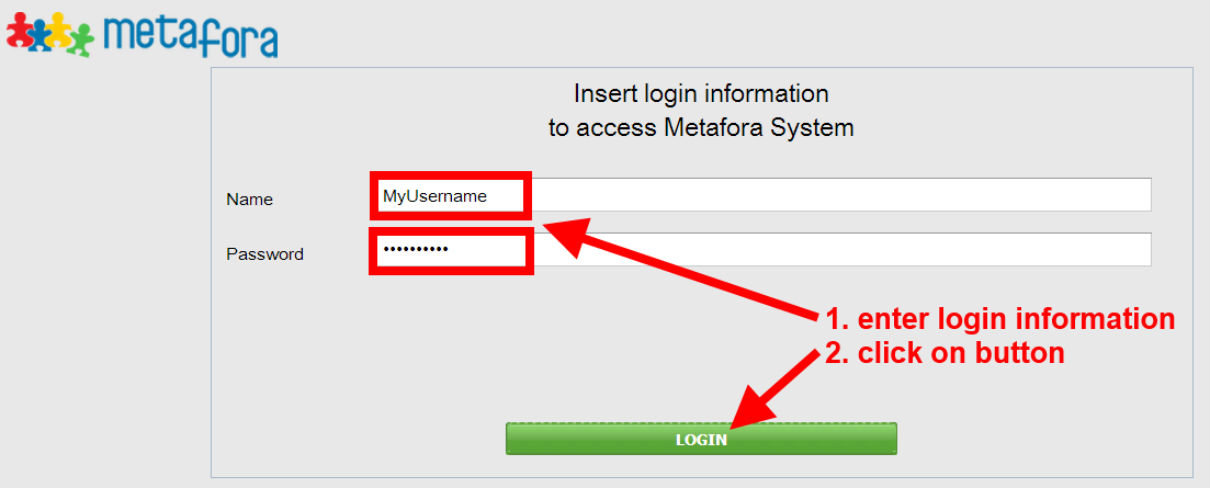

metafora
Insert login information
to access Metafora System
Name
MyUsername
Password
1. enter login information
2. click on button
LOGIN

Image 2

2.1.1. Register a new user

If you don't have a user account yet and want to register a new user, please enter a new username and your preferred password. Afterwards click on the **LOGIN** button. The system will automatically detect if it is a new username.

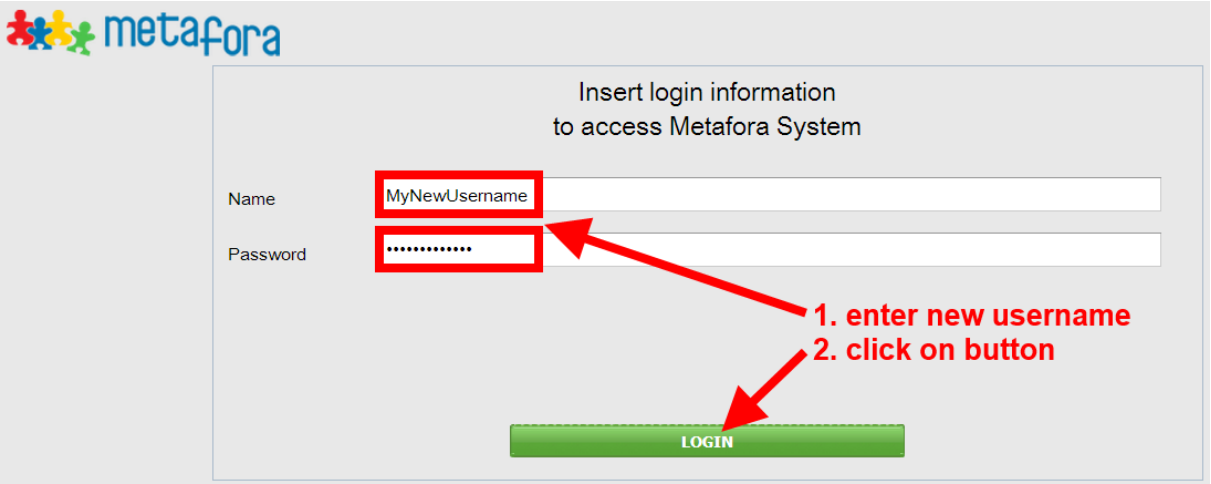


Image 3

If the username is untaken and does not yet exist in the system, you will be asked if you would like to create a new user account. Enter "yes" into the text area of the dialog and press **OK**.

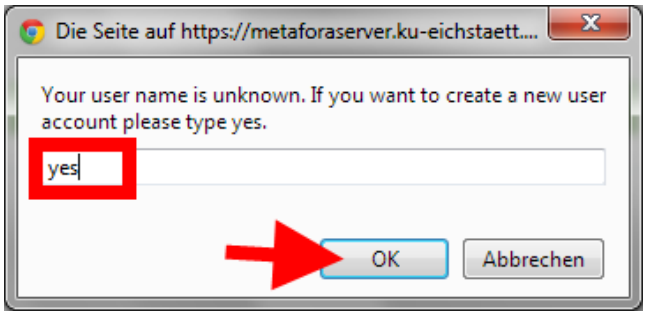

Die Seite auf https://metaforaserver.ku-eichstaett....
Your user name is unknown. If you want to create a new user account please type yes.
yes
OK
Abbrechen

Image 4

If creating the new account succeeded you will get a notification prompt. If it was not successful please try again.

Die Seite auf https://metaforaserver.ku-eichstaett....
You are now a proud owner of a metafora user account!
Diese Seite am Erstellen zusätzlicher Dialoge hindern
OK

Image 5

2.2. *Group*

Once having entered your username with your correct password, you will be asked to select your group on the next login screen.

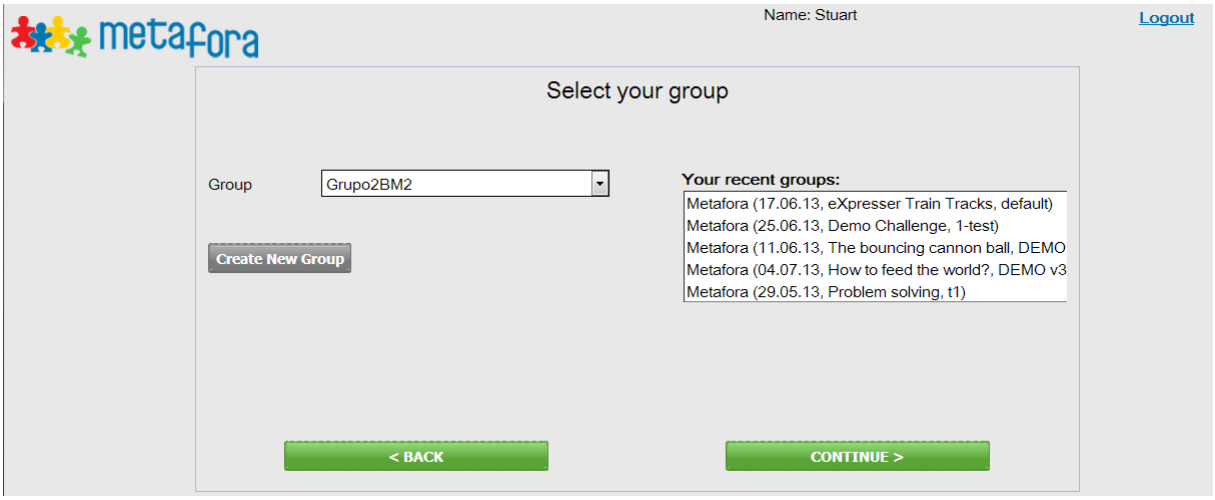


Image 6

On login screen number two you can see on the top the username with which you are logged in. On the top right corner you can logout from the system. On the bottom is a **<BACK** button to go back to the previous login screen. Next to the back button is the **CONTINUE>** button to continue the login process after having selected your group. Here again the explanation visualized:

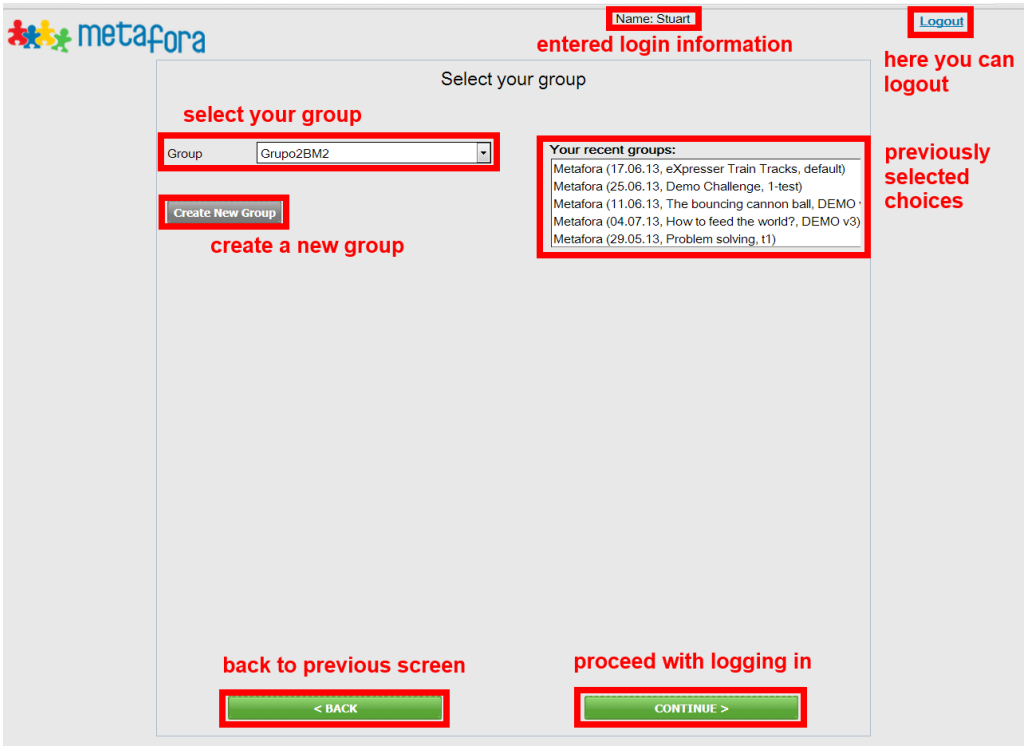


Image 7

Please select your group and press the **CONTINUE>** button to proceed with the login. If you want to create a new group, please take a look at Create a new group.

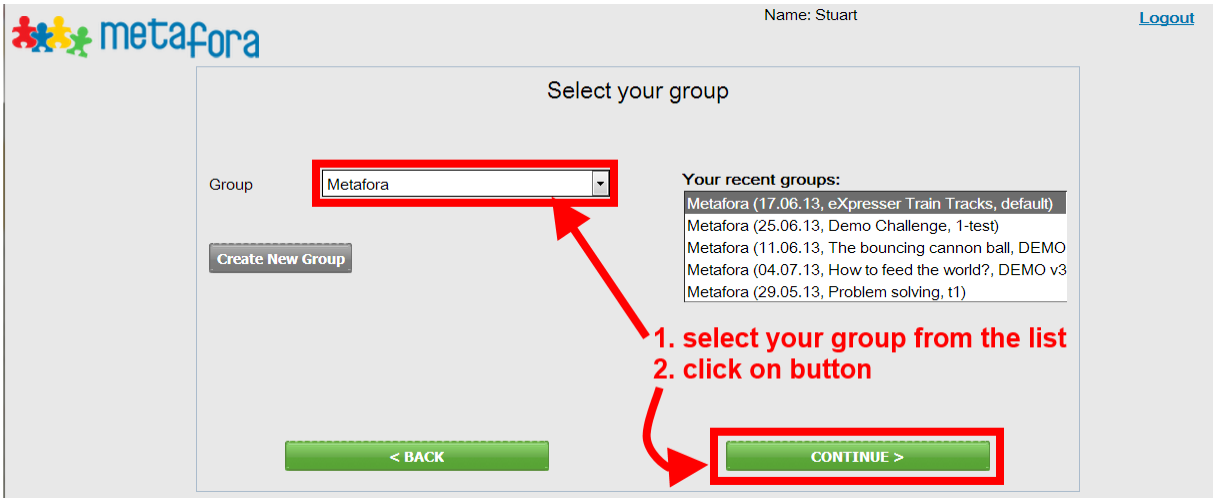


Image 8

2.2.1. Create a new group

To create a new group, please click on the **Create New Group** button.

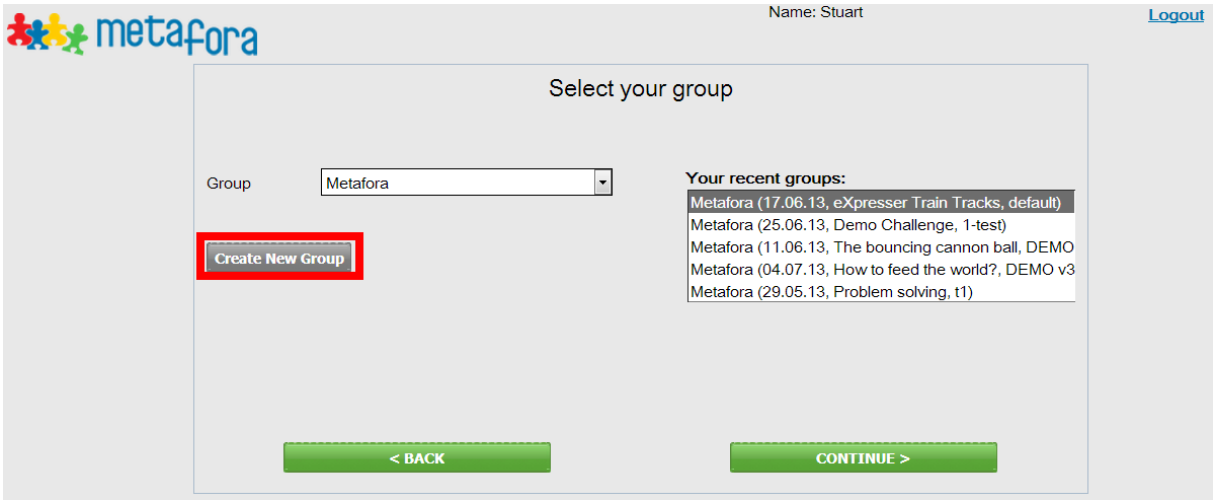


Image 9

You will be asked to enter the name of the new group. Please enter the name and click on the **OK** button to confirm.

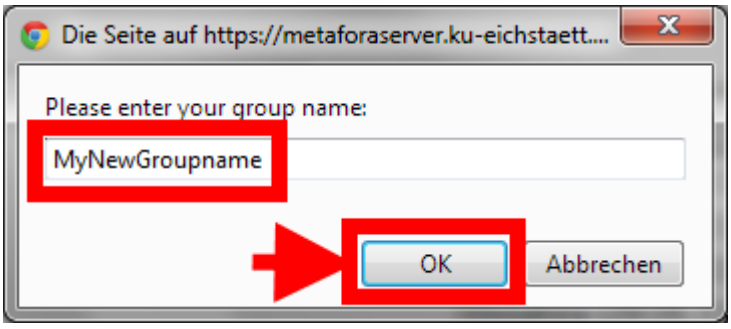


Image 10

Afterwards the group name will appear in the drop down list of the groups. Please select your group and continue as explained in Group selection.

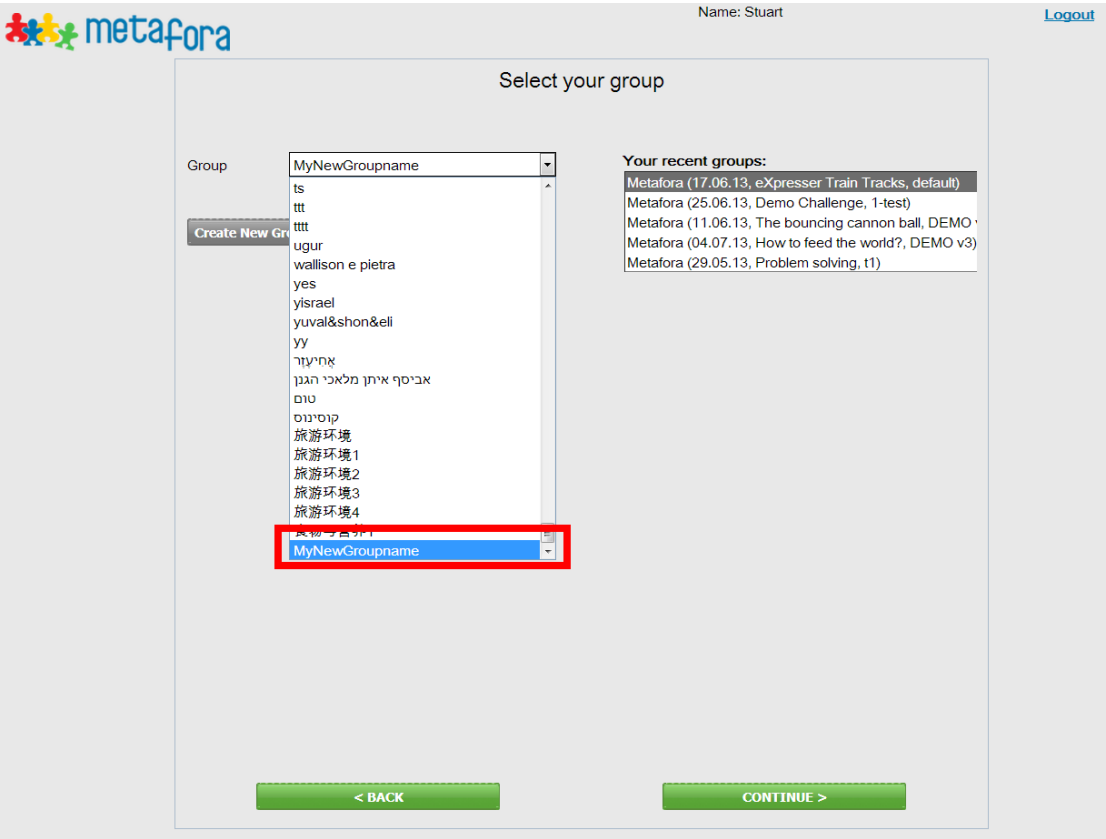

metafora
Name: Stuart
Logout
Select your group
Group
MyNewGroupname
ts
ttt
tttt
ugur
wallison e pietra
yes
yisrael
yuval&shon&eli
yy
אחיעזר
אביסף איתן מלאכי הגנן
טום
קוסינוס
旅游环境
旅游环境1
旅游环境2
旅游环境3
旅游环境4
MyNewGroupname
Your recent groups:
Metafora (17.06.13, eXpresser Train Tracks, default)
Metafora (25.06.13, Demo Challenge, 1-test)
Metafora (11.06.13, The bouncing cannon ball, DEMO
Metafora (04.07.13, How to feed the world?, DEMO v3)
Metafora (29.05.13, Problem solving, t1)
< BACK
CONTINUE >

Image 11

2.3. *Challenge*

The third screen of the login process will bring you to the challenge selection. On this screen as well you can see on the top the username and the group name you had entered in the previous steps. The top right corner offers the coherent logout button in case you want to leave the system. Two buttons on the bottom of the screen direct you through the login process. The **<BACK** button will bring you back to the previous screen and with the **CONTINUE>** button you can proceed with the login process once you have selected your challenge.

In the middle of the screen you can see a list with all challenges offered in Metafora. Clicking on a challenge will show the challenge description (if exists) on the right side of the screen. The challenge description will explain what you are supposed to do in this challenge. Below the challenge list you can see your recent selected choices of challenges.

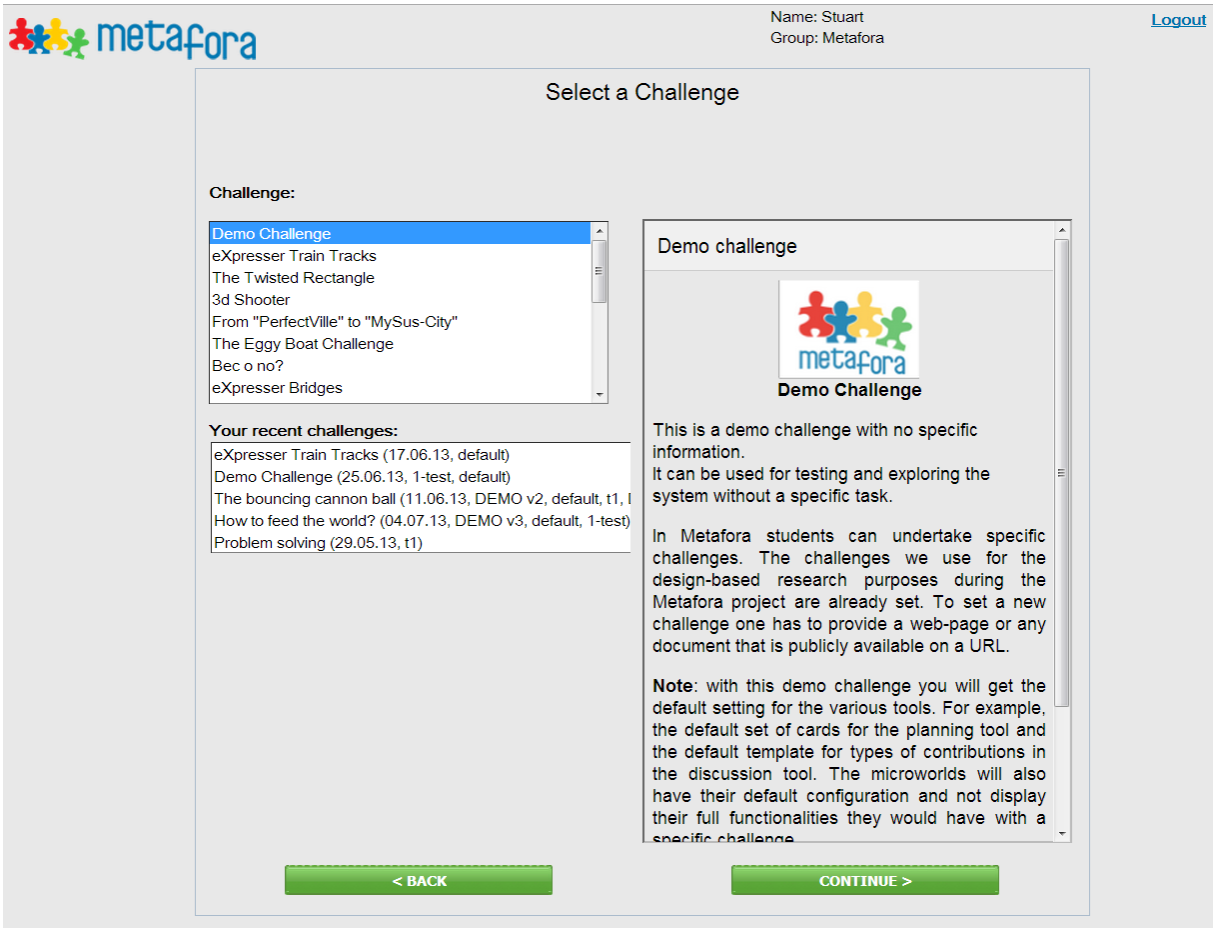

metafora
Name: Stuart
Group: Metafora
Logout
Select a Challenge
Challenge:
Demo Challenge
eXpresser Train Tracks
The Twisted Rectangle
3d Shooter
From "PerfectVille" to "MySus-City"
The Eggy Boat Challenge
Bec o no?
eXpresser Bridges
Your recent challenges:
eXpresser Train Tracks (17.06.13, default)
Demo Challenge (25.06.13, 1-test, default)
The bouncing cannon ball (11.06.13, DEMO v2, default, t1, I
How to feed the world? (04.07.13, DEMO v3, default, 1-test)
Problem solving (29.05.13, t1)
Demo challenge
metafora
Demo Challenge
This is a demo challenge with no specific information.
It can be used for testing and exploring the system without a specific task.
In Metafora students can undertake specific challenges. The challenges we use for the design-based research purposes during the Metafora project are already set. To set a new challenge one has to provide a web-page or any document that is publicly available on a URL.
Note: with this demo challenge you will get the default setting for the various tools. For example, the default set of cards for the planning tool and the default template for types of contributions in the discussion tool. The microworlds will also have their default configuration and not display their full functionalities they would have with a
< BACK
CONTINUE >

Image 12

Please select your challenge and click on the continue button to proceed with the login. To create a new challenge, please take a look at the CAVilLag.

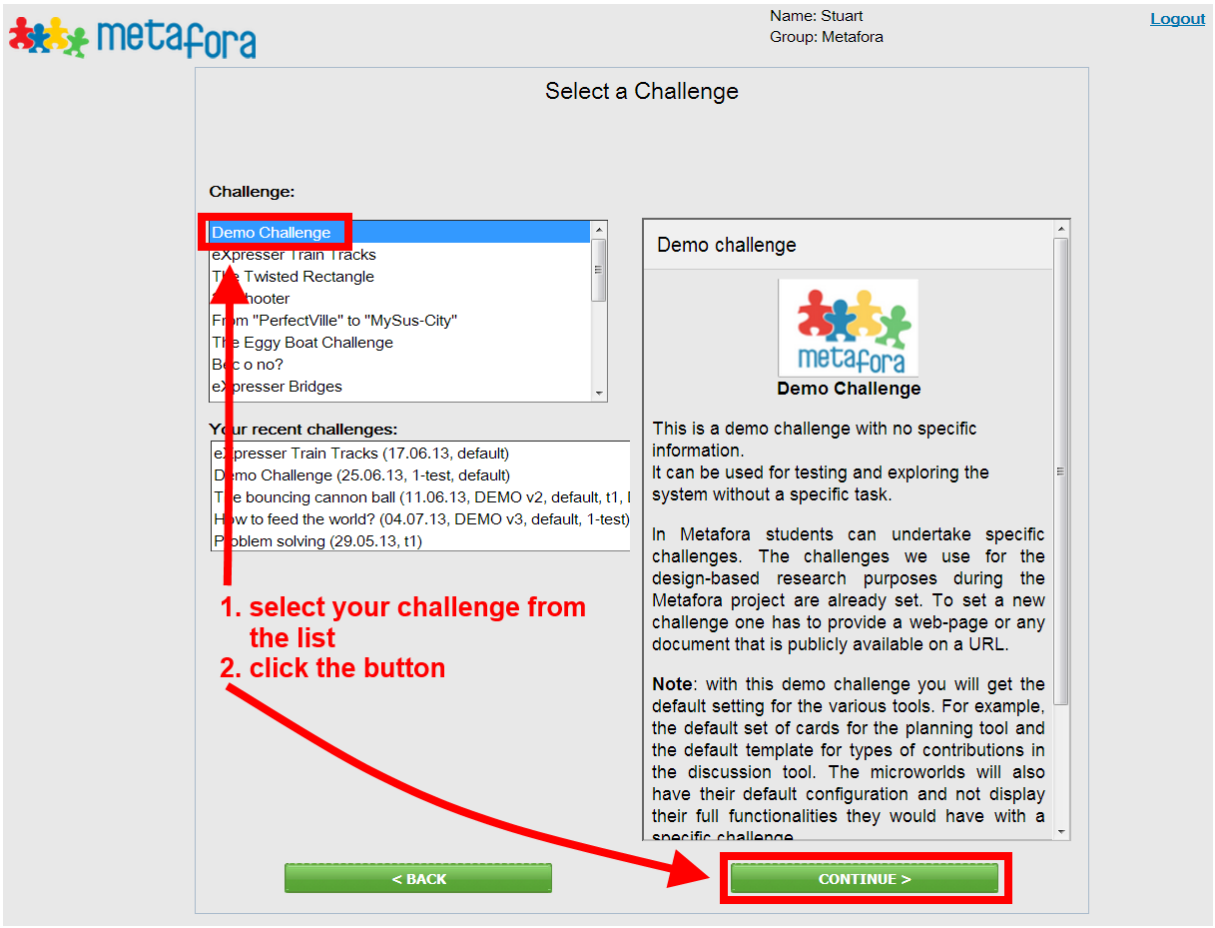

metafora
Name: Stuart
Group: Metafora
Logout
Select a Challenge
Challenge:
Demo Challenge
Your recent challenges:
Demo challenge
Demo Challenge
This is a demo challenge with no specific information.
It can be used for testing and exploring the system without a specific task.
In Metafora students can undertake specific challenges. The challenges we use for the design-based research purposes during the Metafora project are already set. To set a new challenge one has to provide a web-page or any document that is publicly available on a URL.
Note: with this demo challenge you will get the default setting for the various tools. For example, the default set of cards for the planning tool and the default template for types of contributions in the discussion tool. The microworlds will also have their default configuration and not display their full functionalities they would have with a
1. select your challenge from the list
2. click the button
< BACK
CONTINUE >

Image 13

2.4. *Plan*

The last step in the login process to the Metafora system is to select your Planning Tool plan in which you want to create your plan to solve your challenge.

Again this screen shows you the entered login information (Name, Group and Challenge) on the top and next to it the coherent logout button, to leave the system. The bottom of the screen offers the **<BACK** and **CONTINUE>** button to go back in your login process or to continue.

In the center of the screen you can see a list of existing Planning Tool plans. Next to the list your recent selected choices.

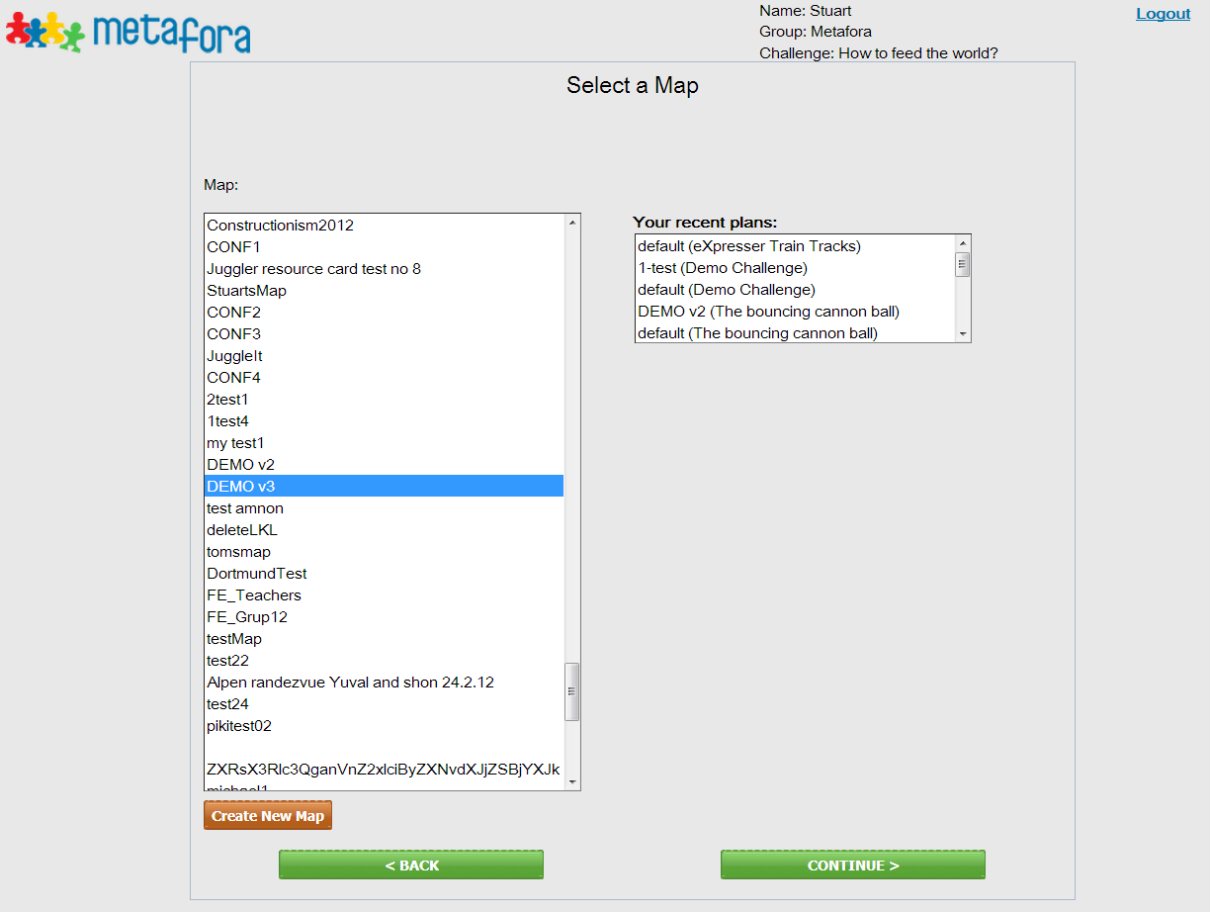


Image 14

Please select your plan and click on **CONTINUE>** to proceed. If you want to create a new Planning Tool plan, please take a look at Create a new plan.

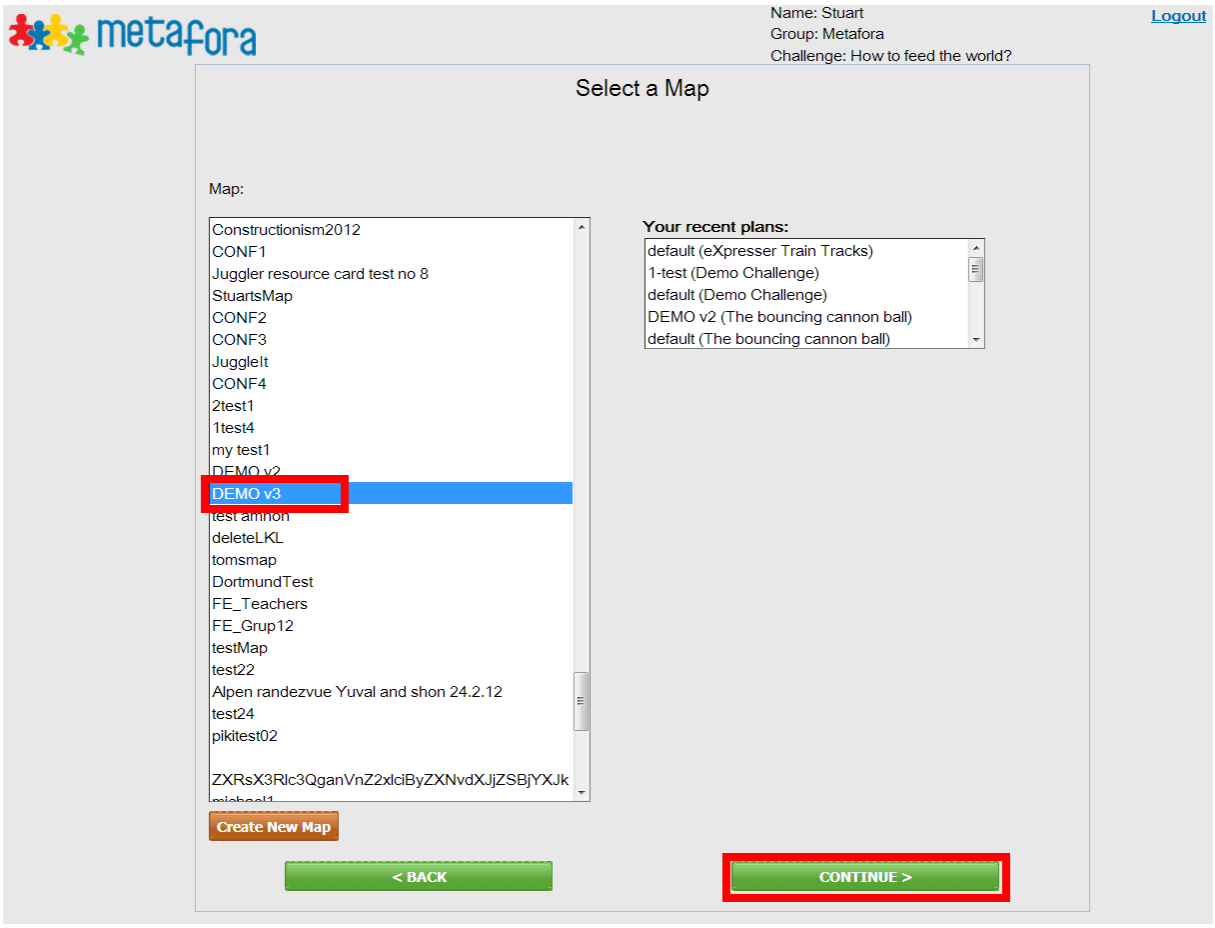

metafora
Name: Stuart
Group: Metafora
Challenge: How to feed the world?
Logout
Select a Map
Map:
Constructionism2012
CONF1
Juggler resource card test no 8
StuartsMap
CONF2
CONF3
JuggleIt
CONF4
2test1
1test4
my test1
DEMO v2
DEMO v3
test amnon
deleteLKL
tomsmap
DortmundTest
FE_Teachers
FE_Grup12
testMap
test22
Alpen randezvue Yuval and shon 24.2.12
test24
pikitest02
ZXRsX3Rlc3QganVnZ2xlciByZXNvdXJjZSBjYXJk
Your recent plans:
default (eXpresser Train Tracks)
1-test (Demo Challenge)
default (Demo Challenge)
DEMO v2 (The bouncing cannon ball)
default (The bouncing cannon ball)
Create New Map
< BACK
CONTINUE >

Image 15

2.4.1. Create a new plan

To create a new Planning Tool plan, please click on the **Create New Map** button.

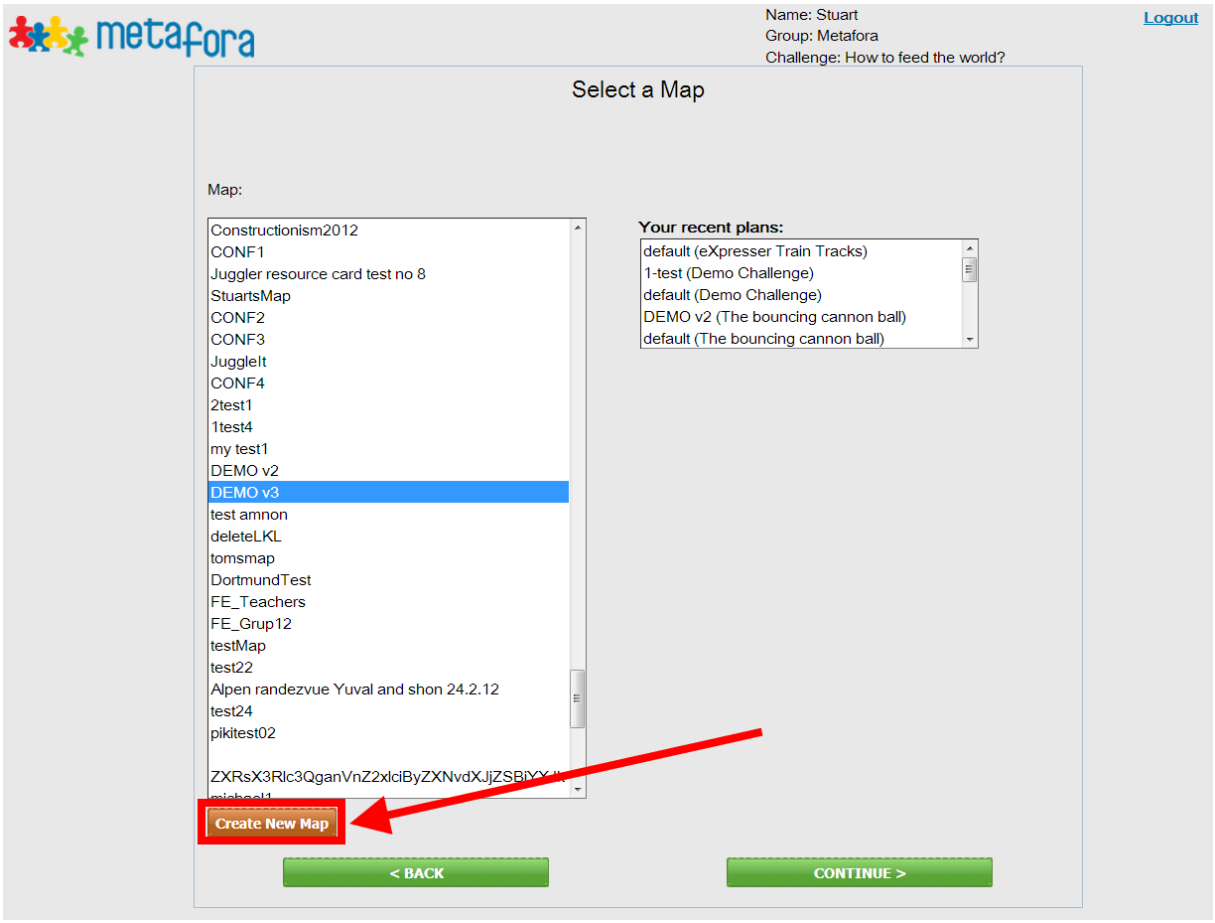


Image 16

A prompt will appear, asking you to enter the name of the new Planning Tool plan. Please enter the name and confirm by clicking the **OK** button. The plan will automatically be created and opened in the Planning Tool of the Metafora platform.

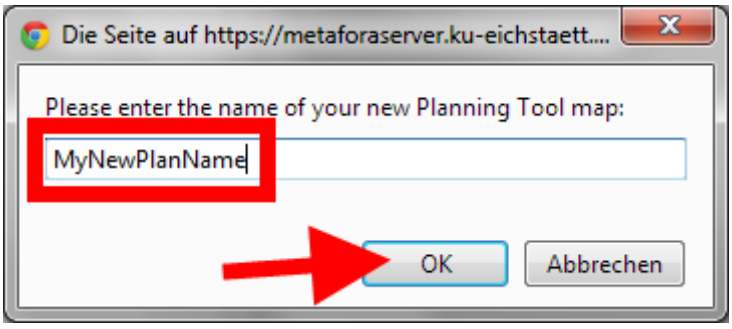


Image 17

2.5. *Logout*

To logout from the system, you can rather click on the **Logout** button on the top right corner, or by clicking the **X** button behind the user name in the Group Info area, what is also described in Logout local user.

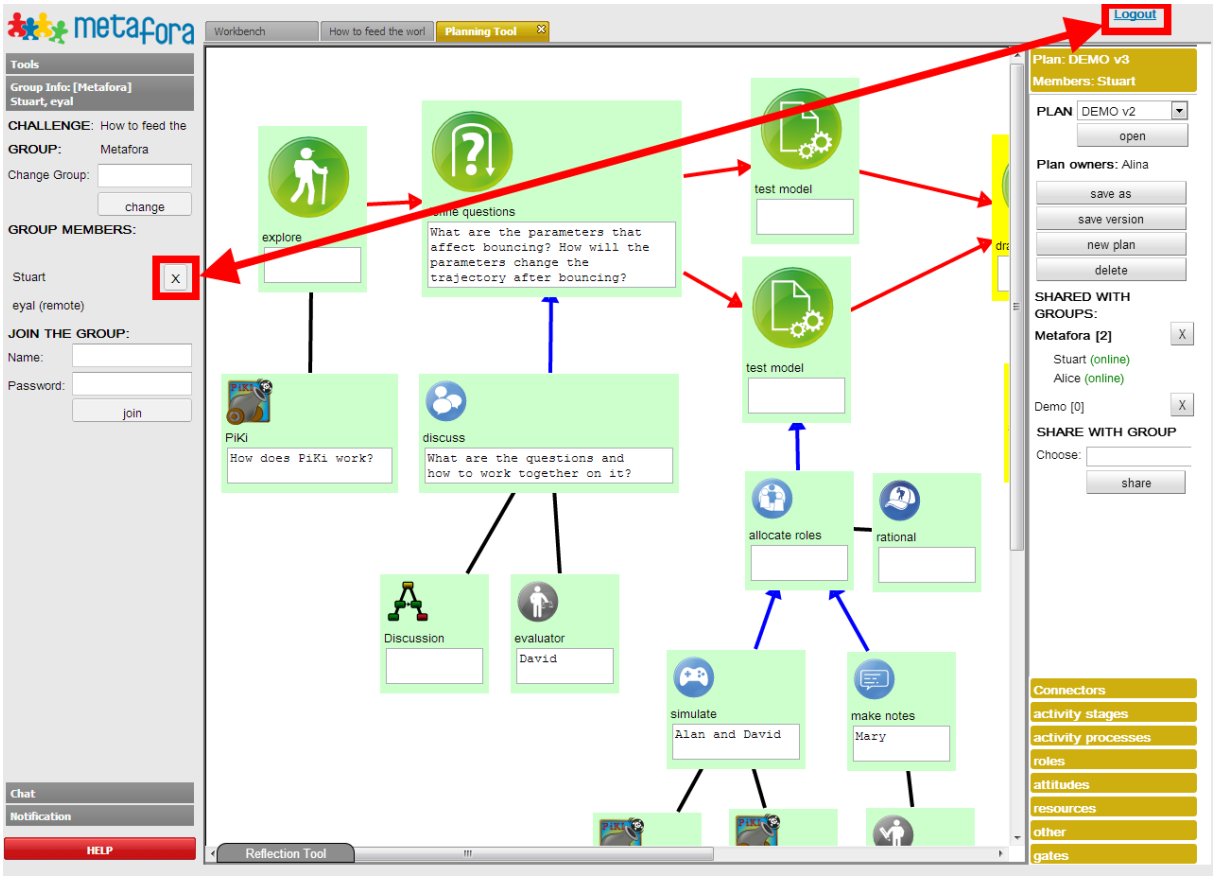


Image 18

3. Metafora platform

Having successfully completed the login process, the platform will open.

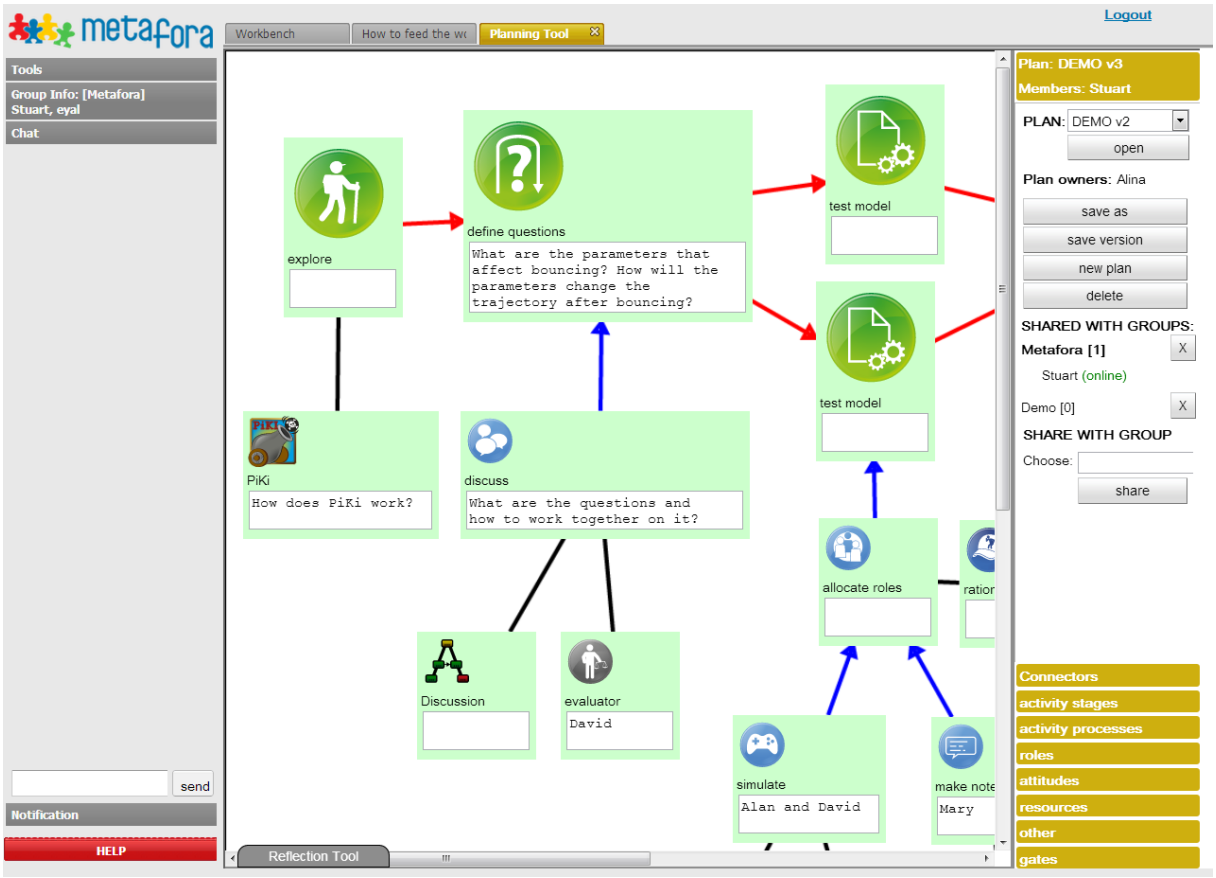


Image 19

On the right top corner you again have the **Logout** button to logout in case you want to leave the platform, for further information, please take a look at Logout. And tab bars for every open tool.

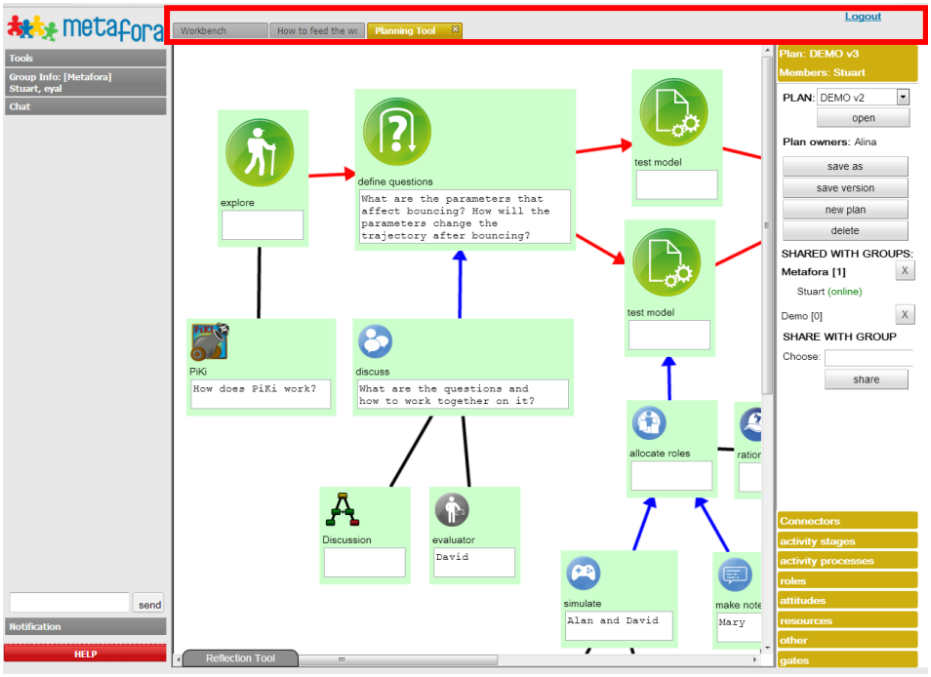


Image 20

In the center of the screen, the tool itself is shown. In this example image the Planning Tool is opened.

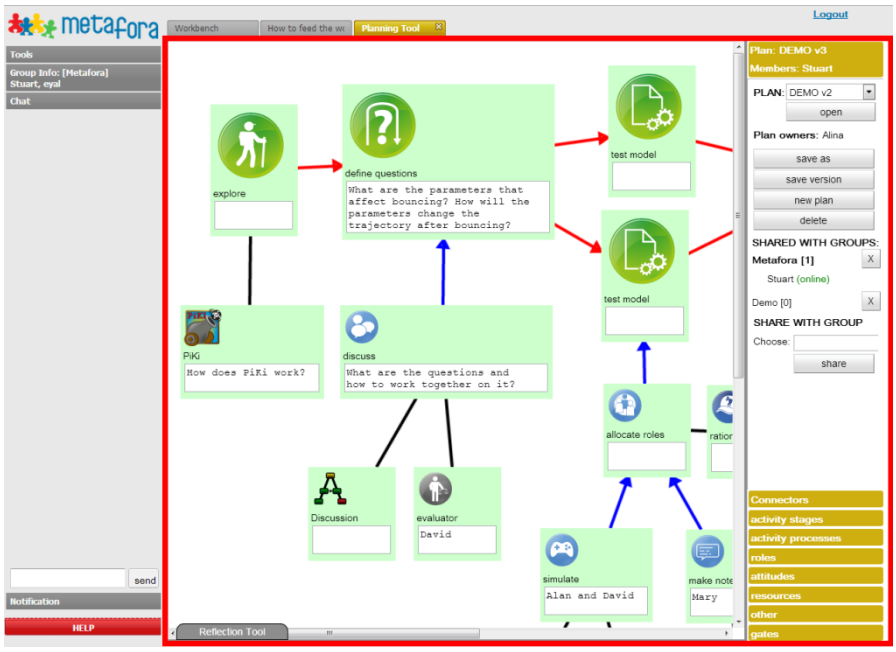


Image 21

On the left side of the platform you have a menu with **Tools**, **Group Info**, **Chat**, a **Notification** area and a **Help** button. To open a menu item, click on it.

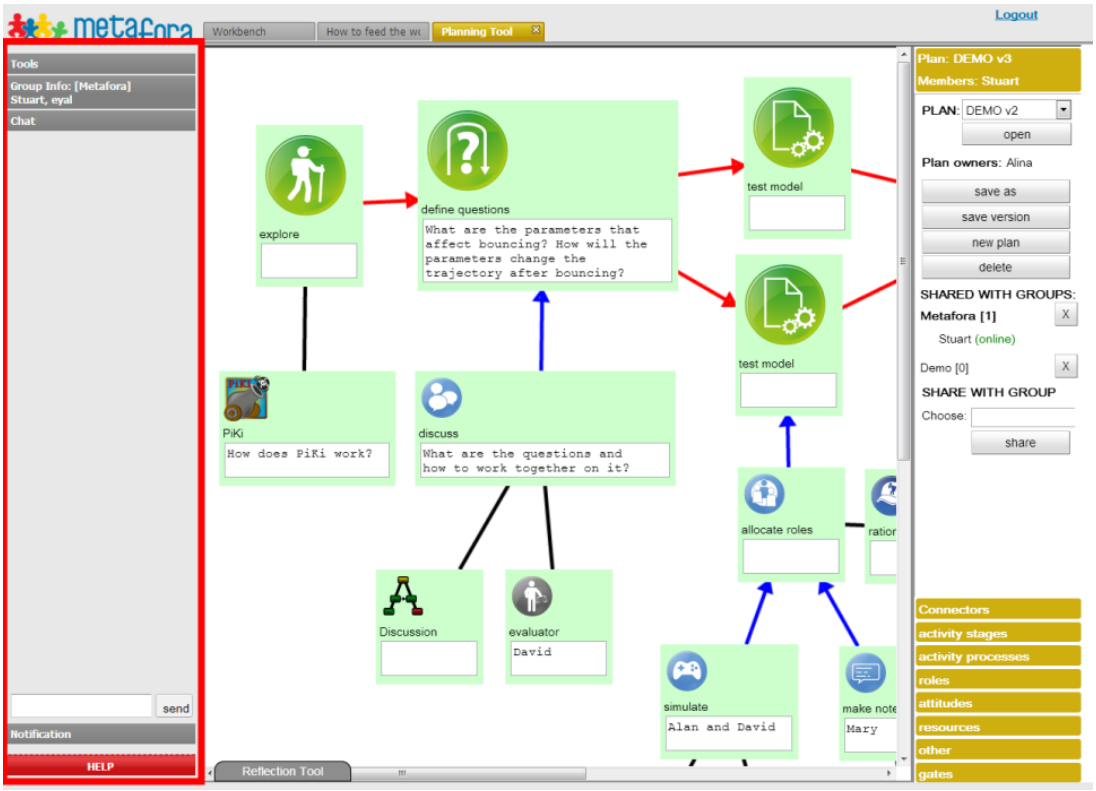

metafora
Workbench
How to feed the w
Planning Tool
Logout
Tools
Group Info: [Metafora]
Stuart, eyal
Chat
send
Notification
HELP
explore
define questions
What are the parameters that affect bouncing? How will the parameters change the trajectory after bouncing?
test model
test model
PiKi
How does PiKi work?
discuss
What are the questions and how to work together on it?
allocate roles
Discussion
evaluator
David
simulate
Alan and David
make note
Mary
Reflection Tool
Plan: DEMO v3
Members: Stuart
PLAN: DEMO v2
open
Plan owners: Alina
save as
save version
new plan
delete
SHARED WITH GROUPS:
Metafora [1]
Stuart (online)
Demo [0]
SHARE WITH GROUP
Choose:
share
Connectors
activity stages
activity processes
roles
attitudes
resources
other
gates

Image 22

3.1. *Metafora tabs*

All Metafora tools are opened in a tab.

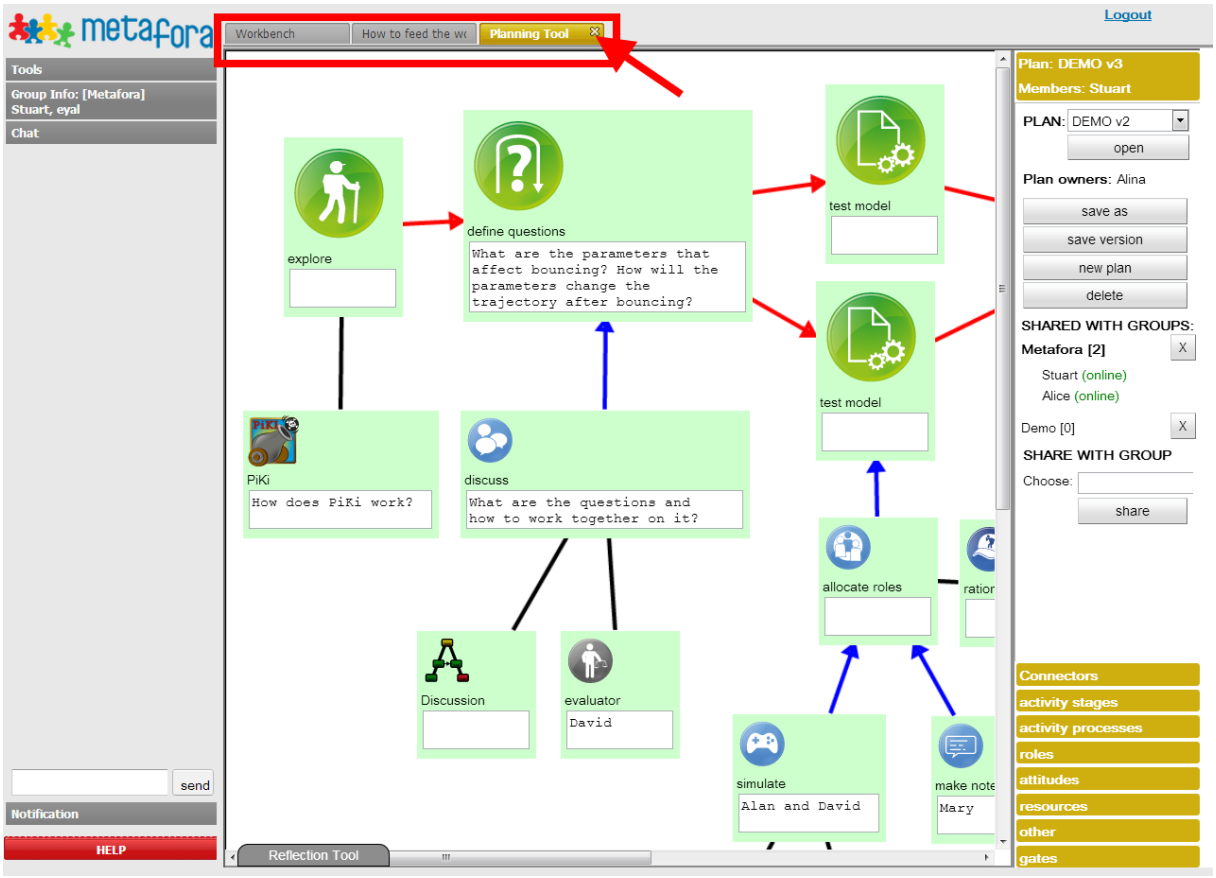


Image 23

When clicking on the tab, the open tool will be shown. If you want to close the tab, click on the **X**.

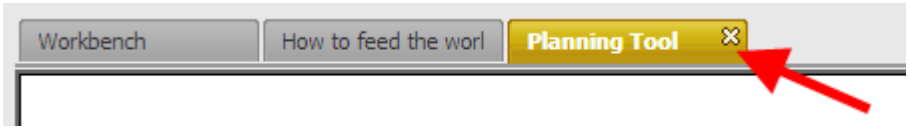


Image 24

3.2. *Tools*

When clicking on the **Tools** menu tab on the left side of the platform, a list with all embedded Metafora tools as buttons will open up.

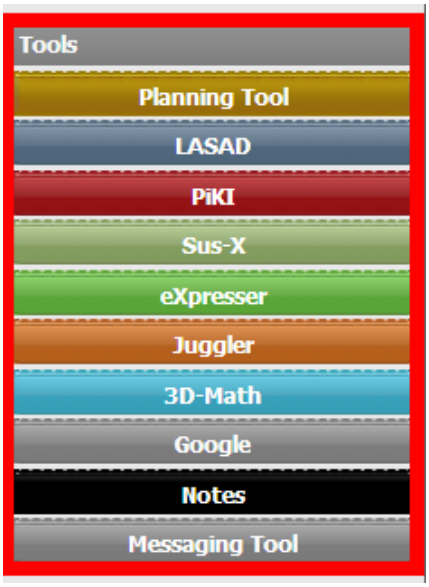


Image 25

The embedded tools are the Planning Tool, the discussion environment LASAD, the microworlds PiKI, Sus-X, eXpresser, Juggler and 3D-Math; as well as a link to Google, a page to write Notes and finally the Messaging Tool.

Clicking on a button opens the tool in a new Metafora tab in the center of the screen. For more information on the tab, please take a look at Metafora tabs. A better way to open a tool is to directly enact through resource cards in your Planning Tool plan, where you can persistently save compiled artifacts. For further information, please take a look at start using a card and start using a “Discussion” or “Planning Tool” resource card.

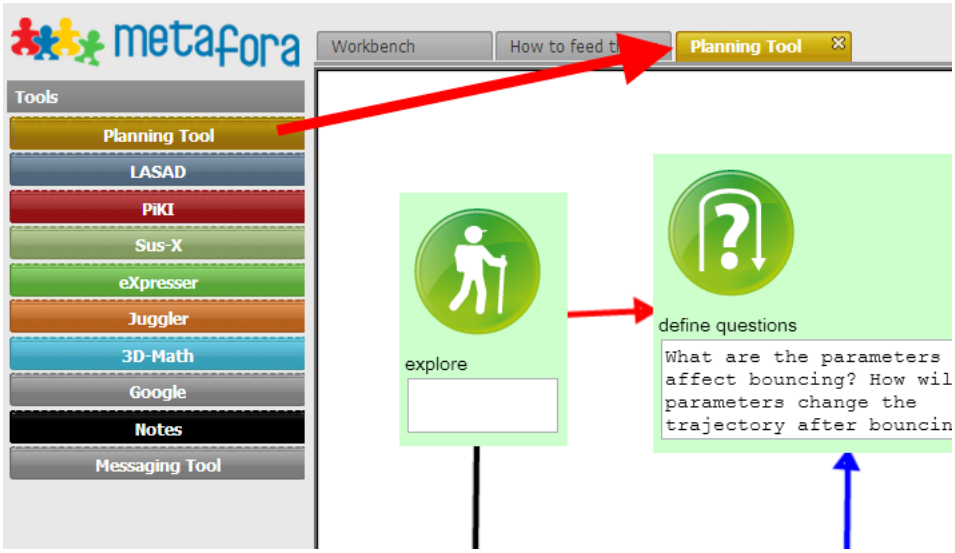


Image 26

Metafora has an automatic login mechanism implemented, to automatically login the user who opened the tool. Thus if you open the discussion environment LASAD, you will be automatically logged in to the tool.

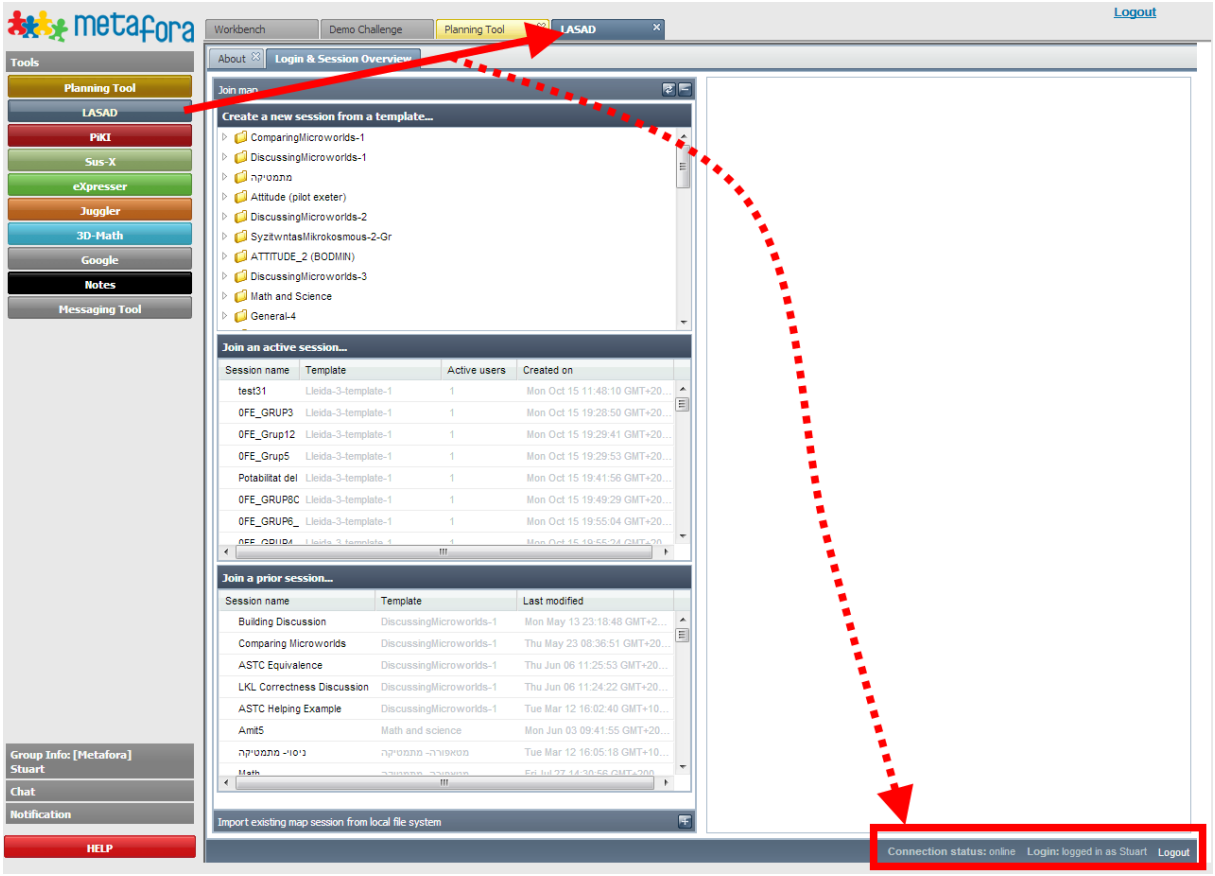


Image 27

3.3. *Group Info*

Clicking on the **Group Info** tab on the left side of the Metafora platform will open a register in which you get information about your group.

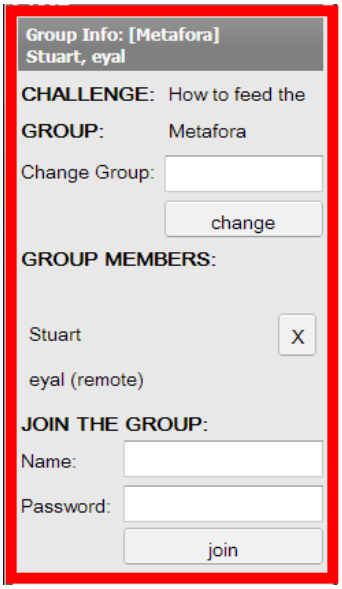


Image 28

On the tab of the **Group Info** bar, you can see in which group you are logged in. Below your group is a list of all users who are as well logged in to the same group. In this example the group's name is "Metafora", in which "Stuart" and "eyal" are currently logged in.

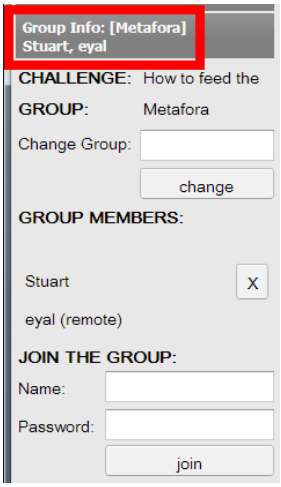


Image 29

Below the tab you can see which challenge you have selected in the login process and on which you are working, as well as your group name.

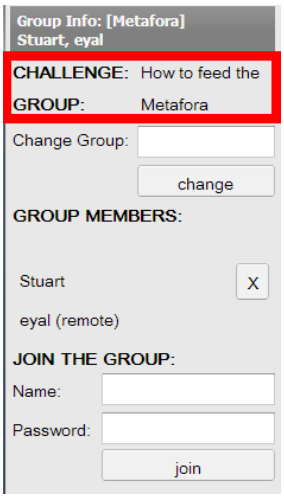


Image 30

Underneath you have the option of changing to another group. For further details, please take a look at Change Group.

In the section **GROUP MEMBERS** is a list with all users who are currently logged in to the same group, in this example the group “Metafora”. As you can see “Stuart” and “eyal” are logged in to the group “Metafora”. Stuart is a local user and eyal is a remote user. A local user is every user, who is logged in from your computer, what can be seen through the **X** button behind the username. A remote user whereas is every user logged in to the same group, but from another computer, shown via the word **remote** in brackets behind the username. The following image shows “Stuart” as a local user and “eyal” as remote user.

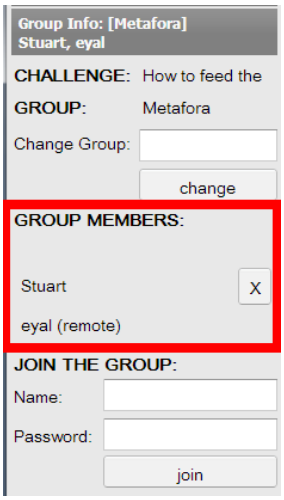


Image 31

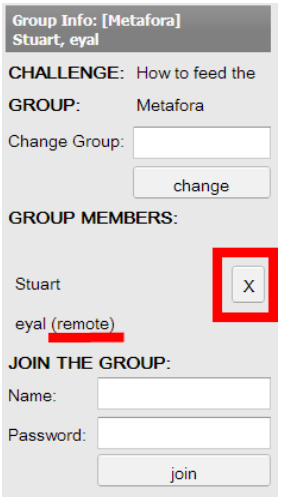


Image 32

3.3.1. Change group

If you want to switch to another group, you can do so by entering the name of the group you want to join into the text field of the Group Info and click on the **change** button.

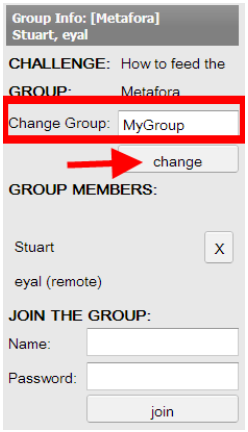


Image 33

The changes will be visualized in the tab of the **Group Info** and in the content of the tab, by showing the name of the new group and all logged in users.

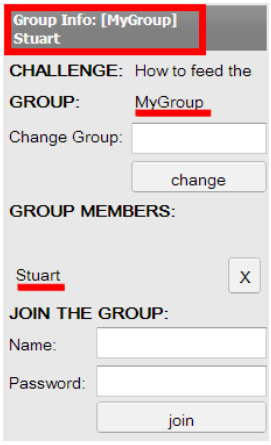


Image 34

3.3.2. Join the group

The Metafora system provides the option to login further local users on your computer. As mentioned above a local user is every user, logged in from your computer (every user with **X** button behind username). Remote users whereas are users who are logged in to the same group, but from another computer, shown via the word **remote** in brackets behind the username. In this example “Stuart” is locally logged in on this computer. He now wants to add “Alice”, who is working with him from this computer. To login a local user, please enter the username and the password of the new user in the **JOIN THE GROUP** section and click on the **join** button.

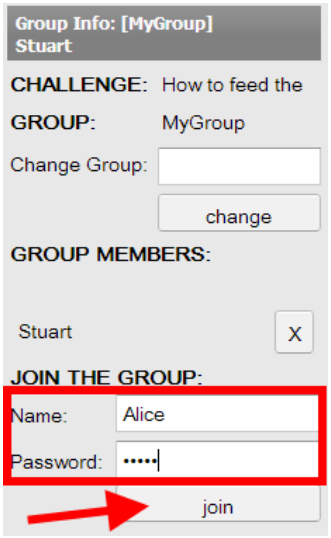


Image 35

You will get a prompt if the login succeeded. The new local user will then be added to the **GROUP MEMBERS** list.

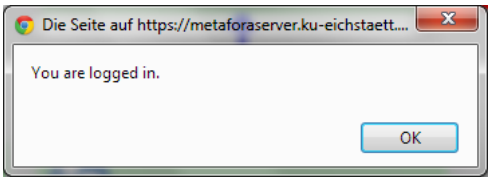


Image 36

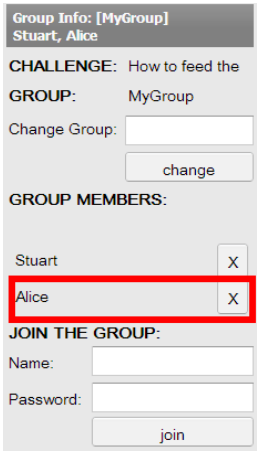


Image 37

3.3.3. Logout local user

A local user is logged in from your computer; a remote user is logged in to the same group, but from another computer. You can logout a local user by clicking the **X** button behind the username. Only this local user will then be logged out. You can also log out all local users at once, by clicking the blue **Logout** button on the top right corner, what is also explained in Logout.

It is not possible to logout a remote user from your computer, since this user is logged in from another computer.

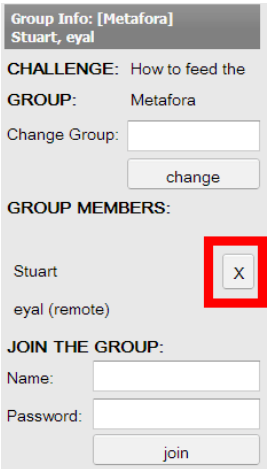


Image 38

3.4. *Chat*

The Metafora platform offers a group chat with which you can exchange messages with all logged in members of your group. Clicking on the **Chat** tab opens the chat.

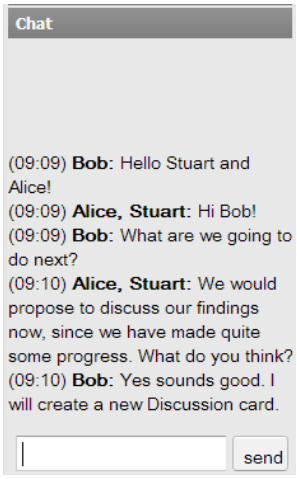

Chat
(09:09) Bob: Hello Stuart and Alice!
(09:09) Alice, Stuart: Hi Bob!
(09:09) Bob: What are we going to do next?
(09:10) Alice, Stuart: We would propose to discuss our findings now, since we have made quite some progress. What do you think?
(09:10) Bob: Yes sounds good. I will create a new Discussion card.
send

Image 39

If you want to send a chat message to your group, enter the message you want to send into the text area on the bottom of the chat tab and click on the **send** button.

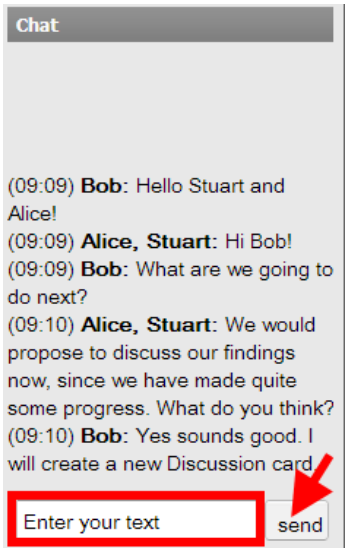

Chat
(09:09) Bob: Hello Stuart and Alice!
(09:09) Alice, Stuart: Hi Bob!
(09:09) Bob: What are we going to do next?
(09:10) Alice, Stuart: We would propose to discuss our findings now, since we have made quite some progress. What do you think?
(09:10) Bob: Yes sounds good. I will create a new Discussion card.
Enter your text
send

Image 40

The message will then appear in the chat and all logged in group members receive it. They are then able to answer.

3.4.1. New chat message

If you have received a new chat message, but your chat tab bar is not opened, you will get an awareness notification. A little red arrow will appear and the amount of new messages will be shown.

Image 41

By clicking on the tab, you can open the Chat and read the new messages.

3.5. *Notification*

If you click on the **Notification** tab, the Notification area will open. The Notification area in the Metafora platform shows feedback messages. Feedback messages are any advice or guidance provided by the system or some group member to help you working on your learning scenario.

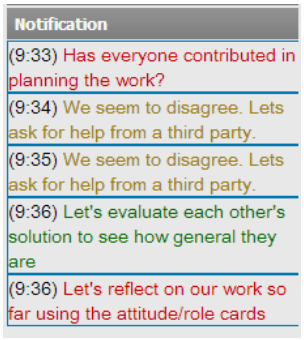

Notification
(9:33) Has everyone contributed in planning the work?
(9:34) We seem to disagree. Lets ask for help from a third party.
(9:35) We seem to disagree. Lets ask for help from a third party.
(9:36) Let's evaluate each other's solution to see how general they are
(9:36) Let's reflect on our work so far using the attitude/role cards

Image 42

It holds three different levels of feedback

- HIF - High Interruptive Feedback
- LIF - Low Interruptive Feedback
- NIF - No Interruptive Feedback

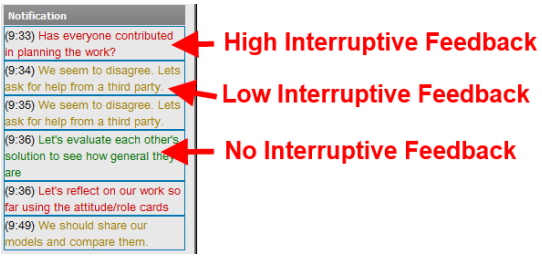

Notification
(9:33) Has everyone contributed in planning the work?
(9:34) We seem to disagree. Lets ask for help from a third party.
(9:35) We seem to disagree. Lets ask for help from a third party.
(9:36) Let's evaluate each other's solution to see how general they are
(9:36) Let's reflect on our work so far using the attitude/role cards
(9:49) We should share our models and compare them.
High Interruptive Feedback
Low Interruptive Feedback
No Interruptive Feedback

Image 43

3.5.1. High Interruptive Feedback

High Interruptive Feedback messages are written in red color in the **Notification** area. If a feedback with high interruption is received, then a popup window appears in the center of the screen with the message in it. The message is also listed in the Notification area to be available for further contribution.

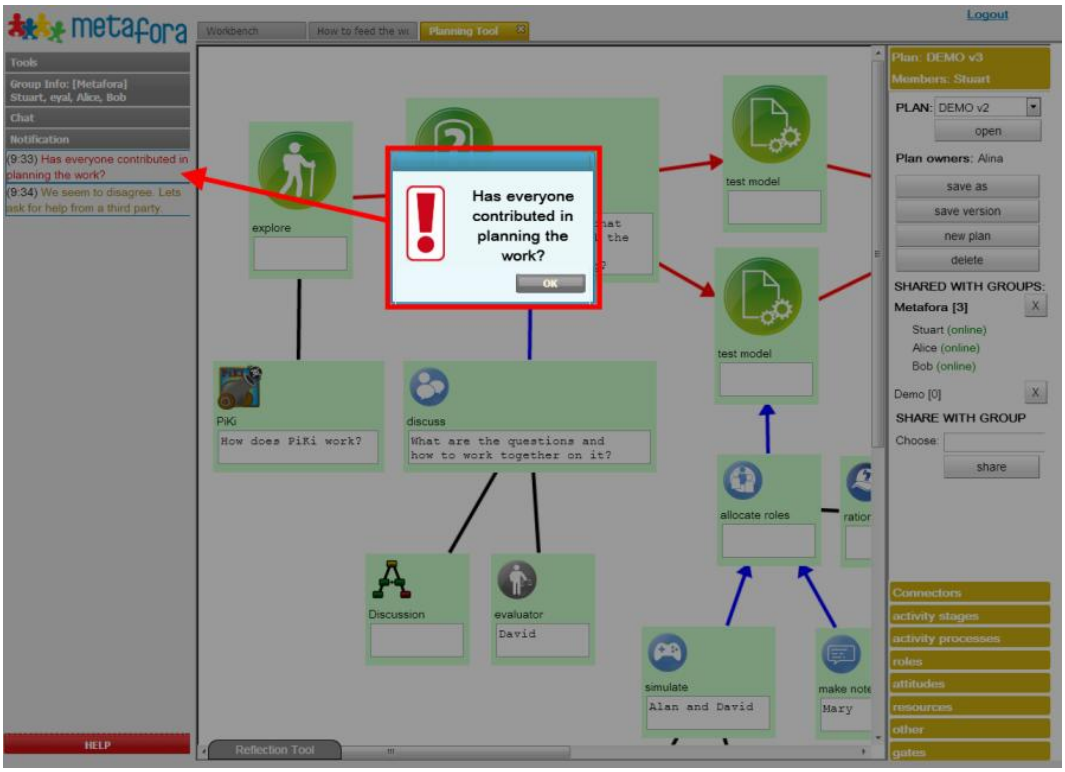


Image 44

To continue working in the system, please click on the **OK** button of the **High Interruptive Feedback** popup. The popup will then disappear.

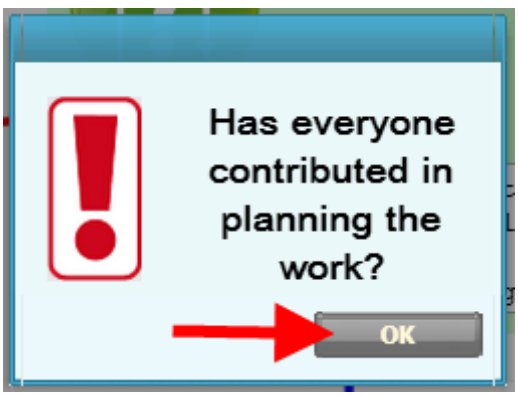


Image 45

3.5.2. Low Interruptive Feedback

Low Interruptive Feedback messages are written in yellow color in the **Notification** area. If a feedback with low interruption is received, then a popup window appears on the right bottom of the screen with the message in it. The popup will disappear after some seconds and the message is listed in the Notification area to be available for further contribution.

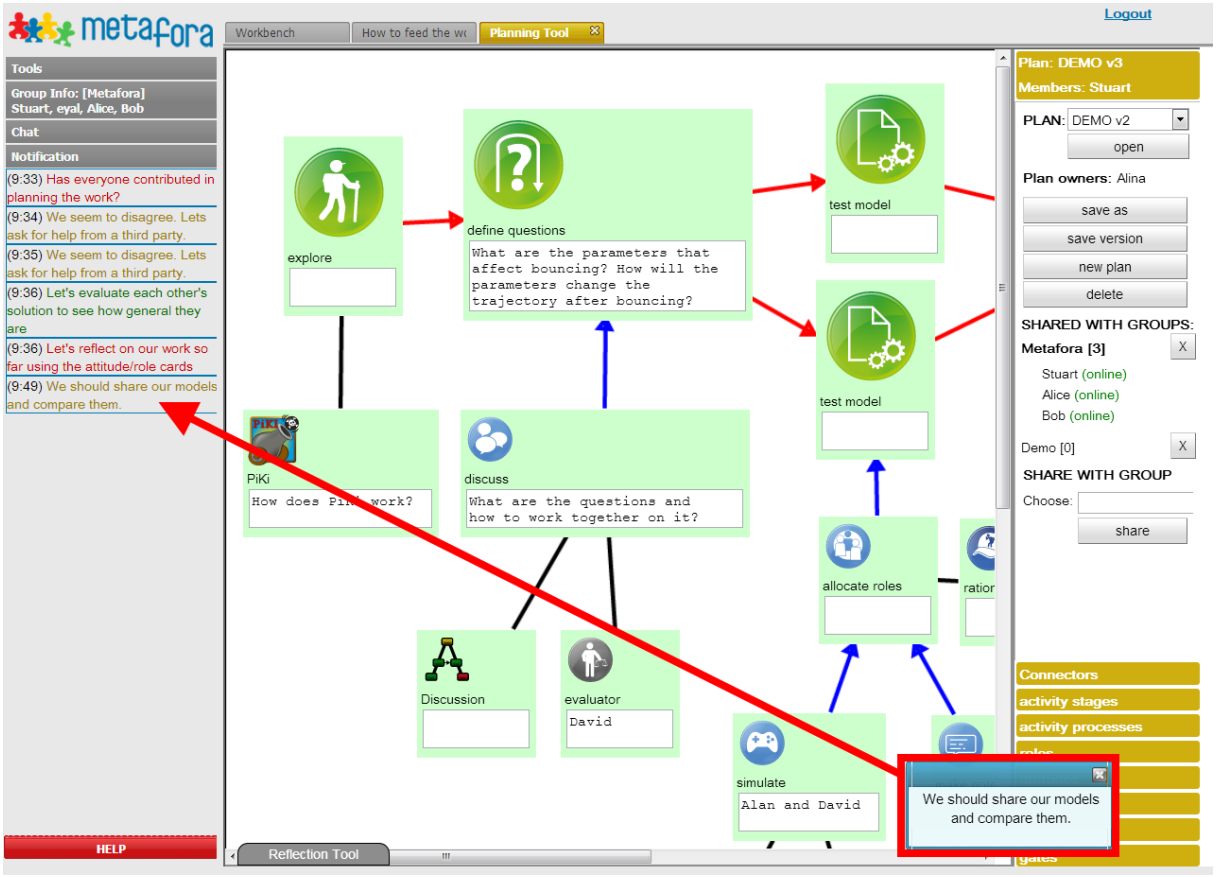


Image 46

3.5.3. No Interruptive Feedback

No Interruptive Feedback messages are written in green color in the **Notification** area. If a feedback with no interruption is received, the message will be listed in the Notification area to be available for further contribution.

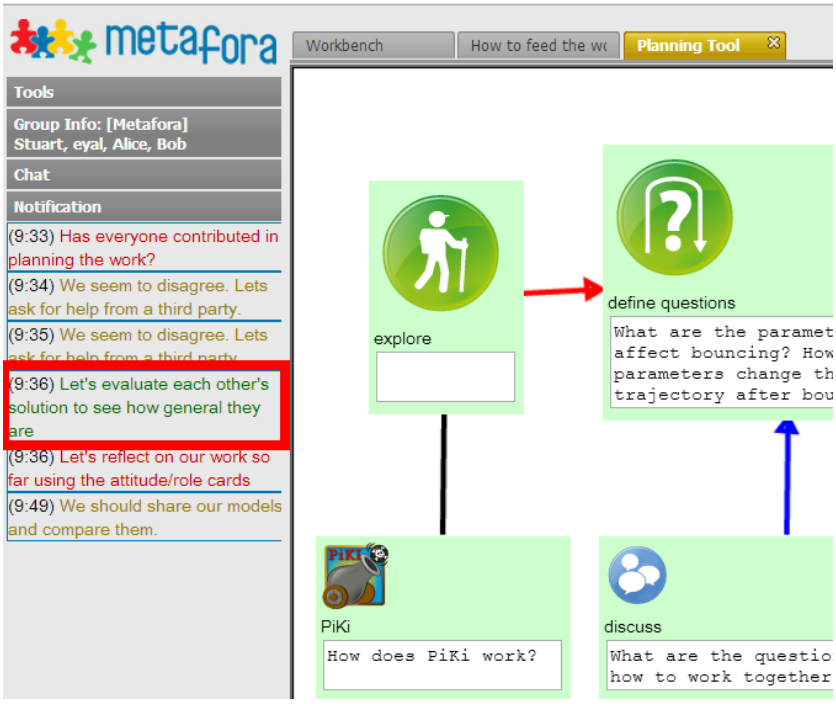

metafora
Workbench
How to feed the wc
Planning Tool
Tools
Group Info: [Metafora]
Stuart, eyal, Alice, Bob
Chat
Notification
(9:33) Has everyone contributed in planning the work?
(9:34) We seem to disagree. Lets ask for help from a third party.
(9:35) We seem to disagree. Lets
(9:36) Let's evaluate each other's solution to see how general they are
(9:36) Let's reflect on our work so far using the attitude/role cards
(9:49) We should share our models and compare them.
explore
define questions
What are the paramet
affect bouncing? How
parameters change th
trajectory after bou
PiKi
How does PiKi work?
discuss
What are the questio
how to work together

Image 47

3.5.4. New Feedback Message

If you have received a new feedback message, but your **Notification** tab bar is closed, you will get an awareness notification. A little red arrow will appear and the amount of new messages will be shown.

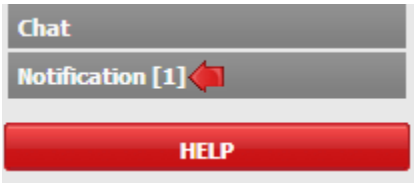


Image 48

By clicking on the tab, you can open the Notification area and read the new feedback messages.

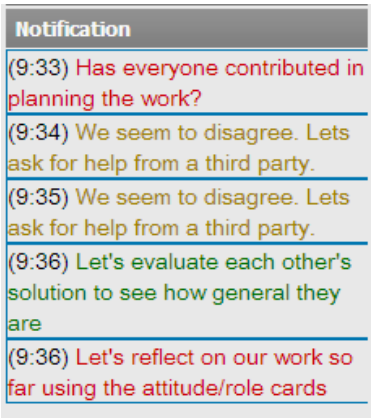

Notification
(9:33) Has everyone contributed in planning the work?
(9:34) We seem to disagree. Lets ask for help from a third party.
(9:35) We seem to disagree. Lets ask for help from a third party.
(9:36) Let's evaluate each other's solution to see how general they are
(9:36) Let's reflect on our work so far using the attitude/role cards

Image 49

3.6. *Help*

The Metafora platform offers a help functionality. On the left bottom of the screen a red **HELP** button is integrated. If you need help, please click on this button.

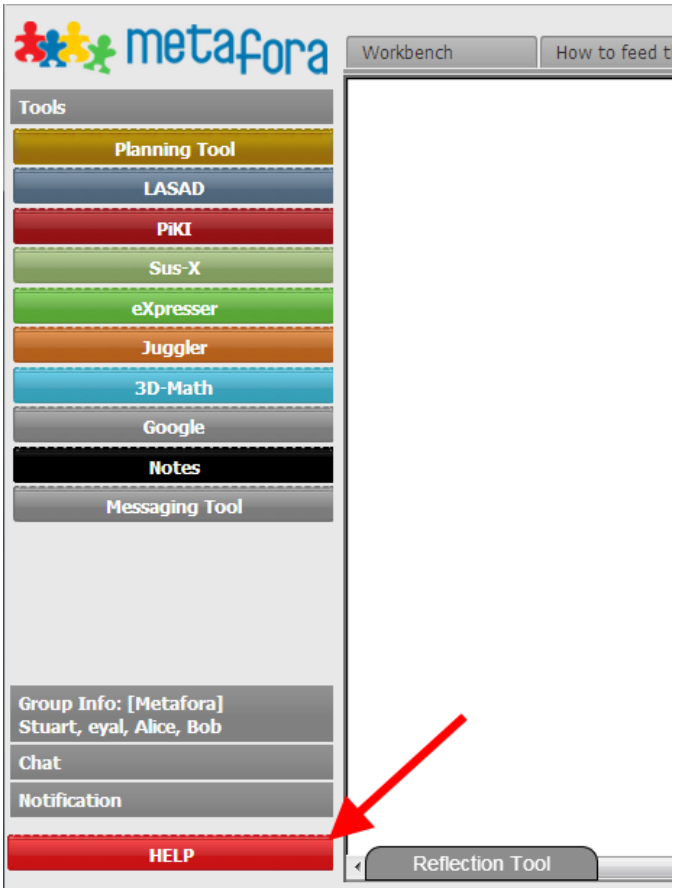


Image 50

Having clicked the help button a dialog will appear, asking for information about what you need help.

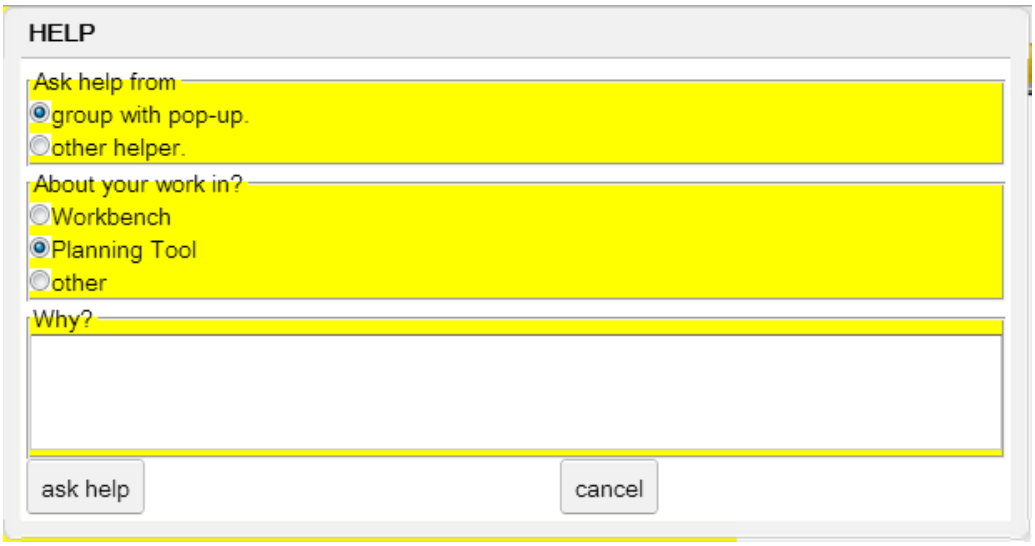


Image 51

In this dialog you can select from whom you would like to receive help in the **Ask help from** section. When selecting **group with pop-up**, a popup message will be sent to your group, requesting help. Furthermore you can enter in which tool you need help in **About your work in?** and write some text into the text area of **Why?** about the reason you need help.

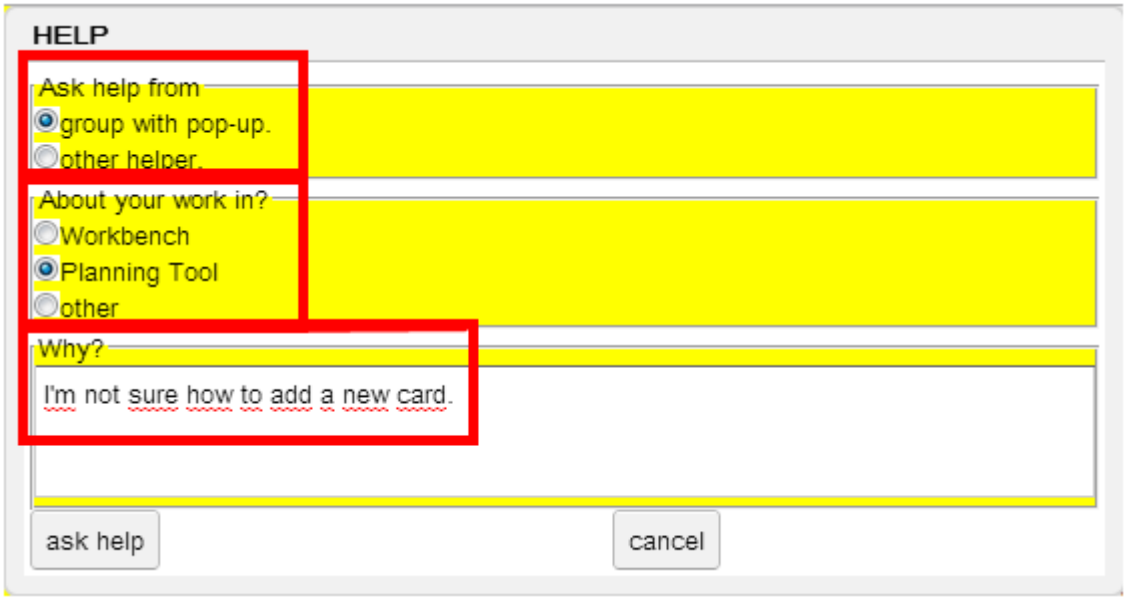


Image 52

If you afterwards click on the **ask help** button, your help request will be sent to the system.

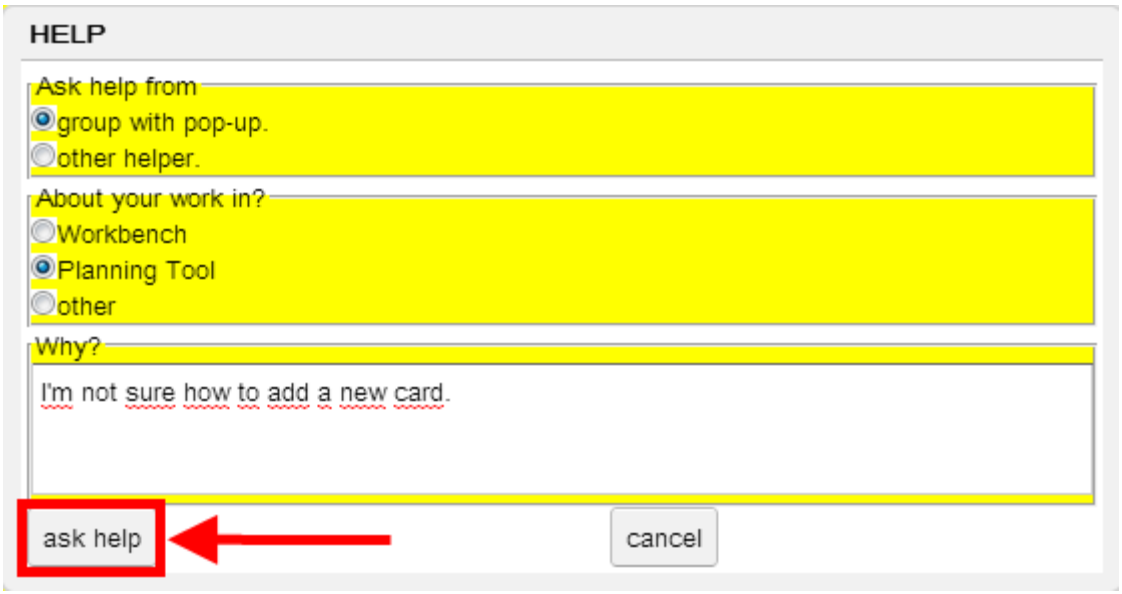


Image 53

If you have selected **group with pop-up** in the **Ask help from** section, your group will receive a help request popup.

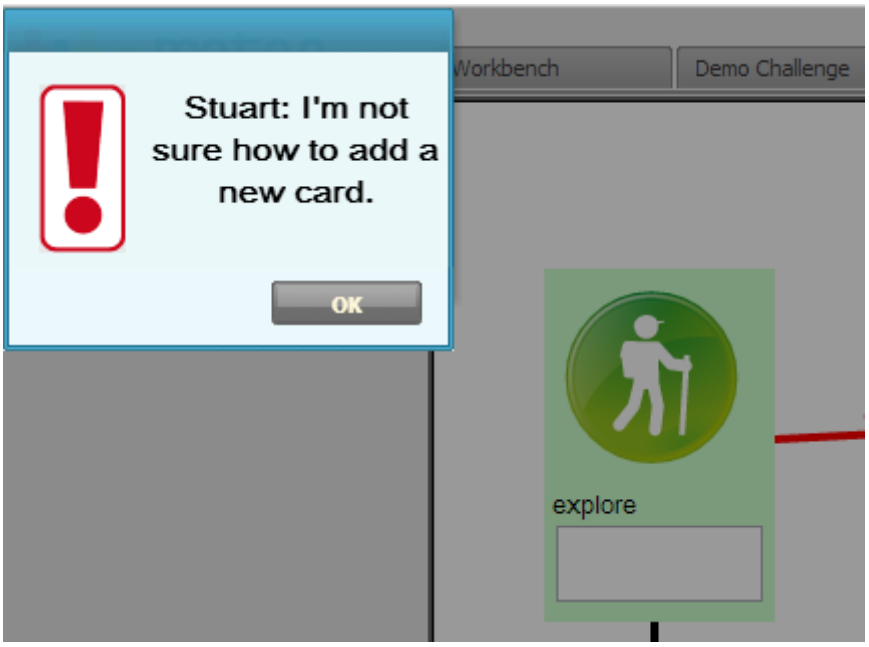


Image 54

4. Planning Tool

This is the **Planning Tool** of Metafora.

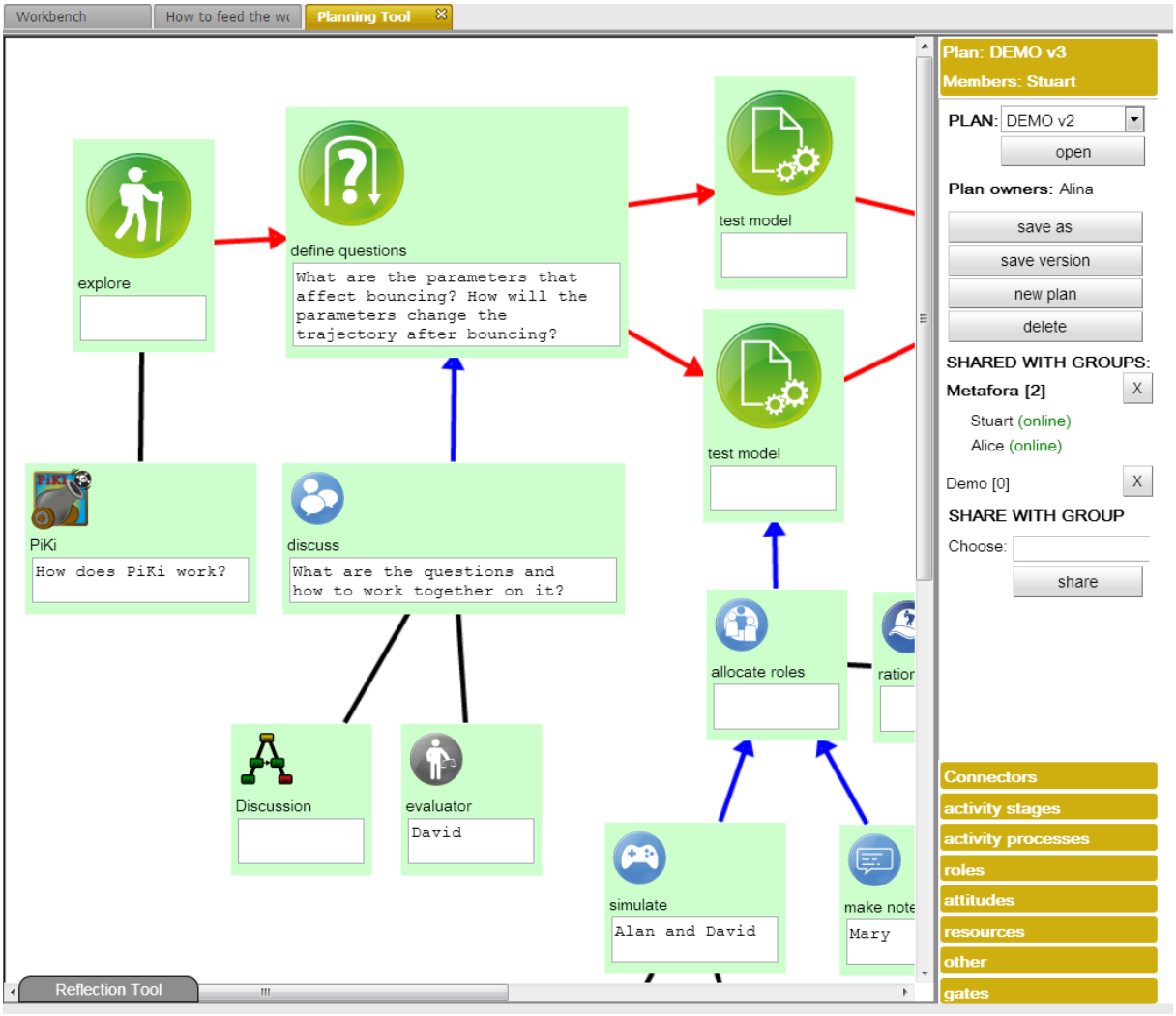


Image 55

In the center of the Planning Tool is an area to create your plan.

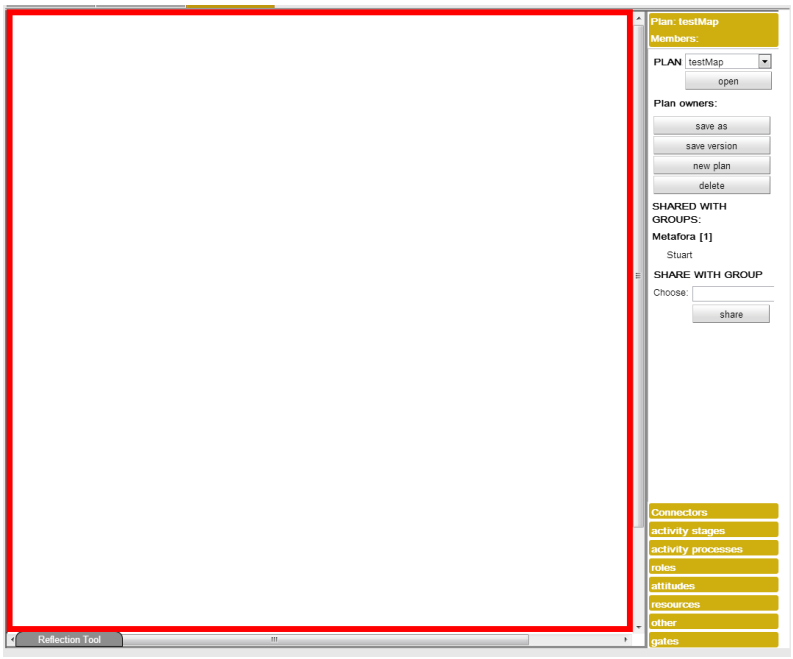


Image 56

On the right side of the Planning Tool is a menu palette with options to organize your plans and the embedded visual language with which you can create a plan. To open a menu item, click on it.

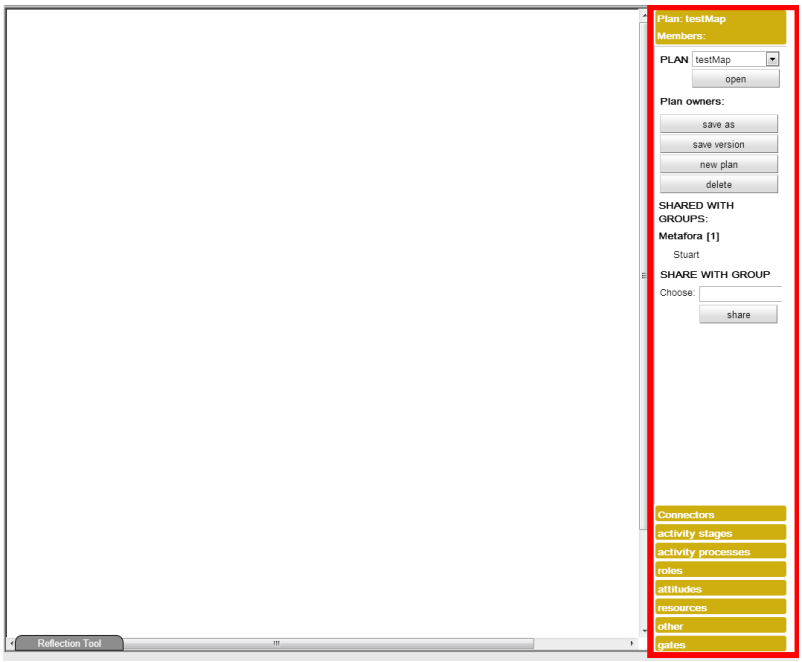


Image 57

4.1. *Plan organizer*

The first menu item in the Planning Tool aims to organize your plans, to make aware about owners of plans and who is currently working on the same plan.

You can:

- Open a plan
- Save as
- Save a version
- Create a new plan
- Delete a plan
- Share a plan

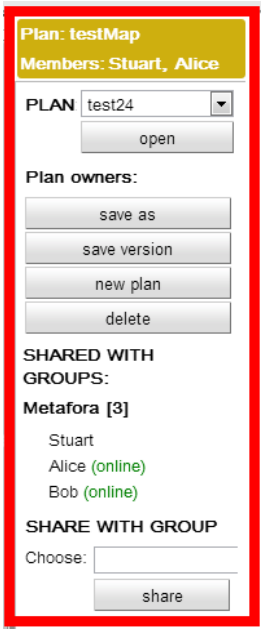


Image 58

The tab bar of this menu item shows the name of the plan which is currently opened and all members who are working on this plan right now. In this example image the name of the plan is “testMap” on which “Stuart” and “Alice” are currently working.

Image 59

4.1.1. Open a plan

To open a plan, please click on the little arrow of the drop down list in the **PLAN** section, select the plan from the drop down list you would like to open and click on the **open** button.

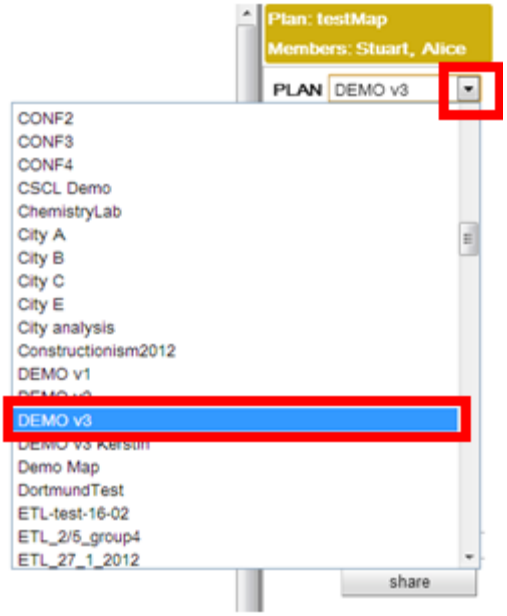


Image 60

Image 61

The selected plan will open in the center of the Planning Tool.

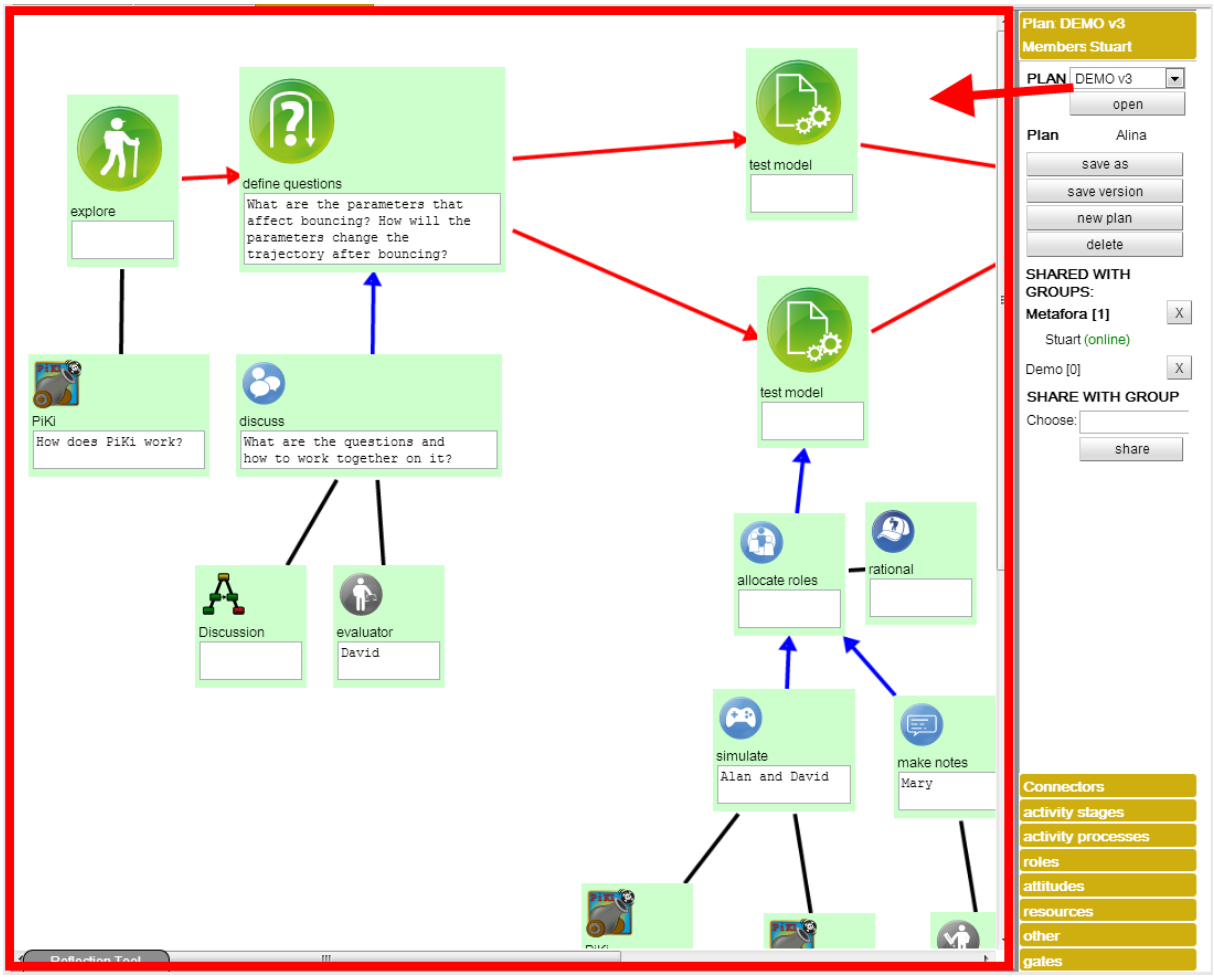

explore
define questions
What are the parameters that affect bouncing? How will the parameters change the trajectory after bouncing?
test model
PiKi
How does PiKi work?
discuss
What are the questions and how to work together on it?
test model
Discussion
evaluator
David
allocate roles
rational
simulate
Alan and David
make notes
Mary
Plan DEMO v3
Members Stuart
PLAN DEMO v3
open
Plan Alina
save as
save version
new plan
delete
SHARED WITH GROUPS:
Metafora [1]
Stuart (online)
Demo [0]
SHARE WITH GROUP
Choose:
share
Connectors
activity stages
activity processes
roles
attitudes
resources
other
gates

Image 62

4.1.2. Save as

You can save your plan within a different name by clicking on the **save as** button. A popup will appear asking you to enter the new name of the plan. Please enter the name and confirm by clicking on **OK**.

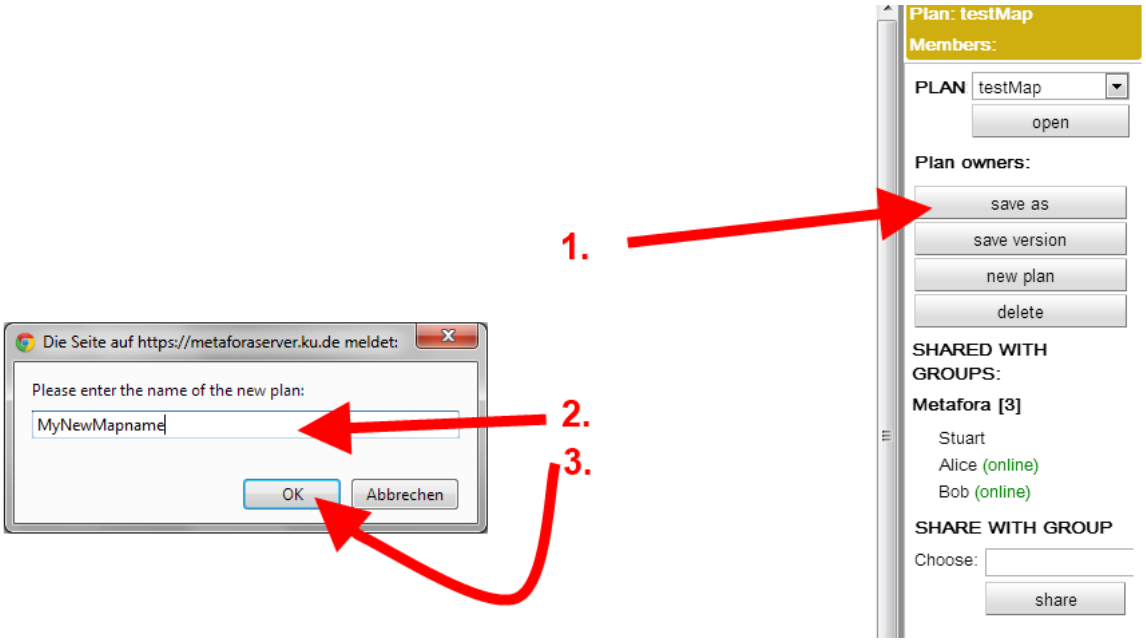


Image 63

4.1.3. Save version

You can save a version of your plan in its current state by clicking on the **save version** button. A copy of your plan will be stored in the Versions Management of the Workbench.

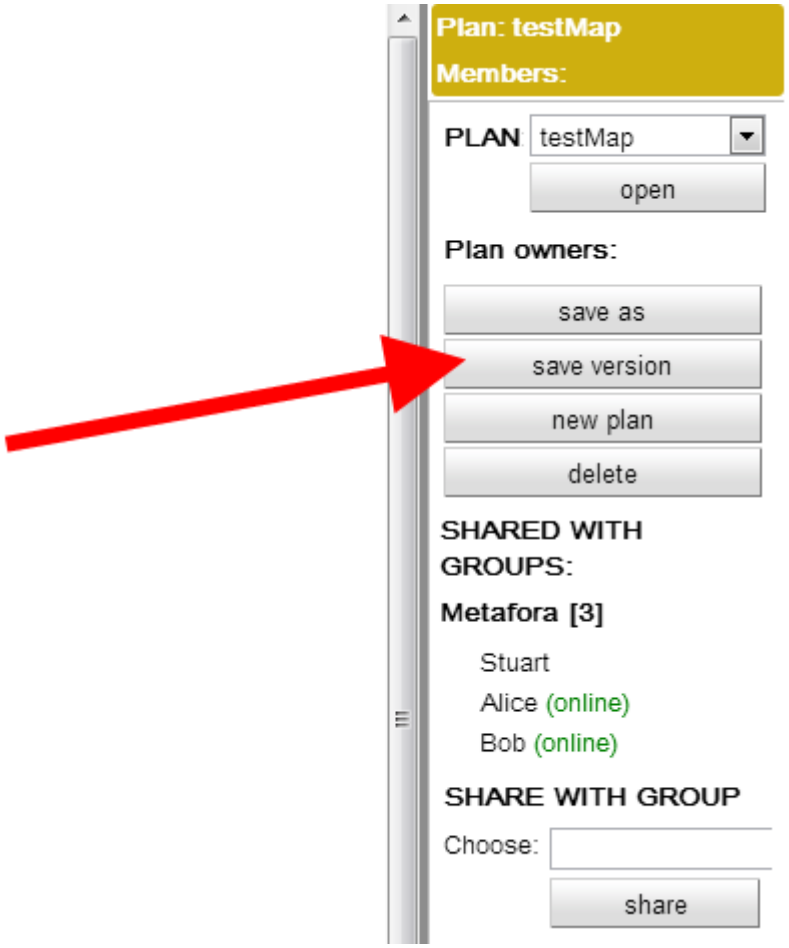


Image 64

4.1.4. Create new plan

If you want to create a new plan, click on the **new plan** button. A popup will appear asking you to enter the name for the new plan. Please enter the name and confirm by clicking the **OK** button.

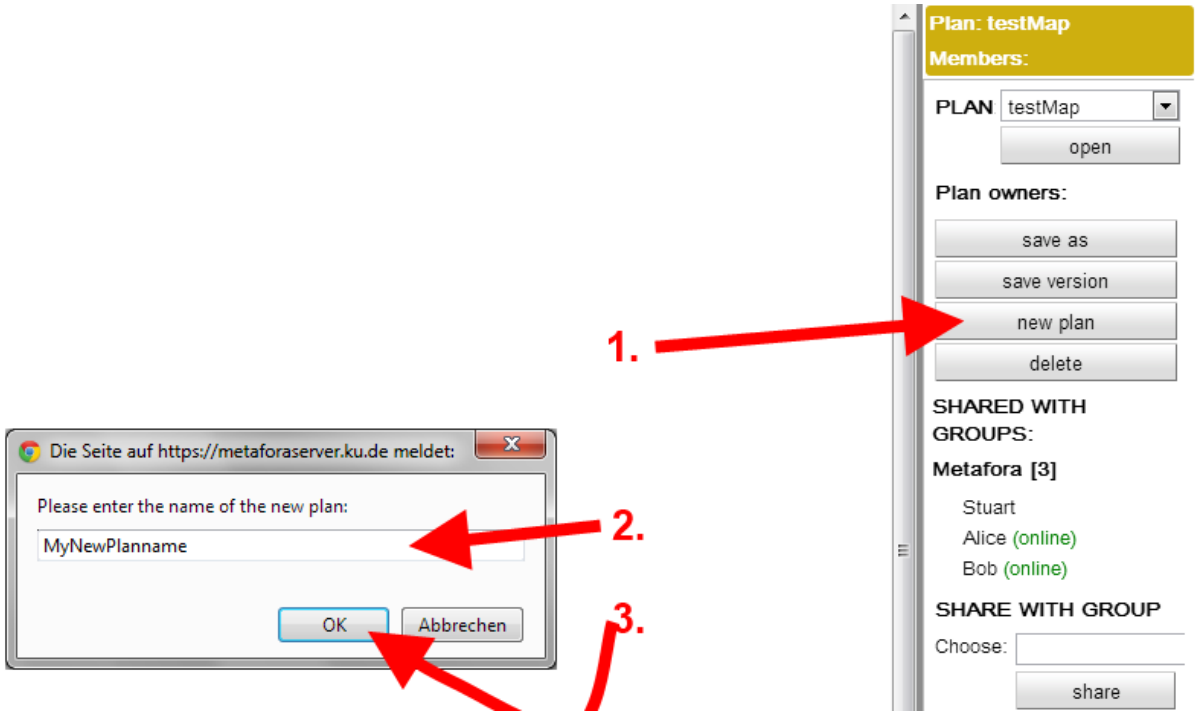


Image 65

The new plan will then open up in the center of the Planning Tool.

4.1.5. Delete plan

If you want to delete a plan, click on the **delete** button. A popup will appear asking you to confirm the deletion. Enter **yes** and confirm by clicking the **OK** button. The plan will be deleted and not be available anymore.

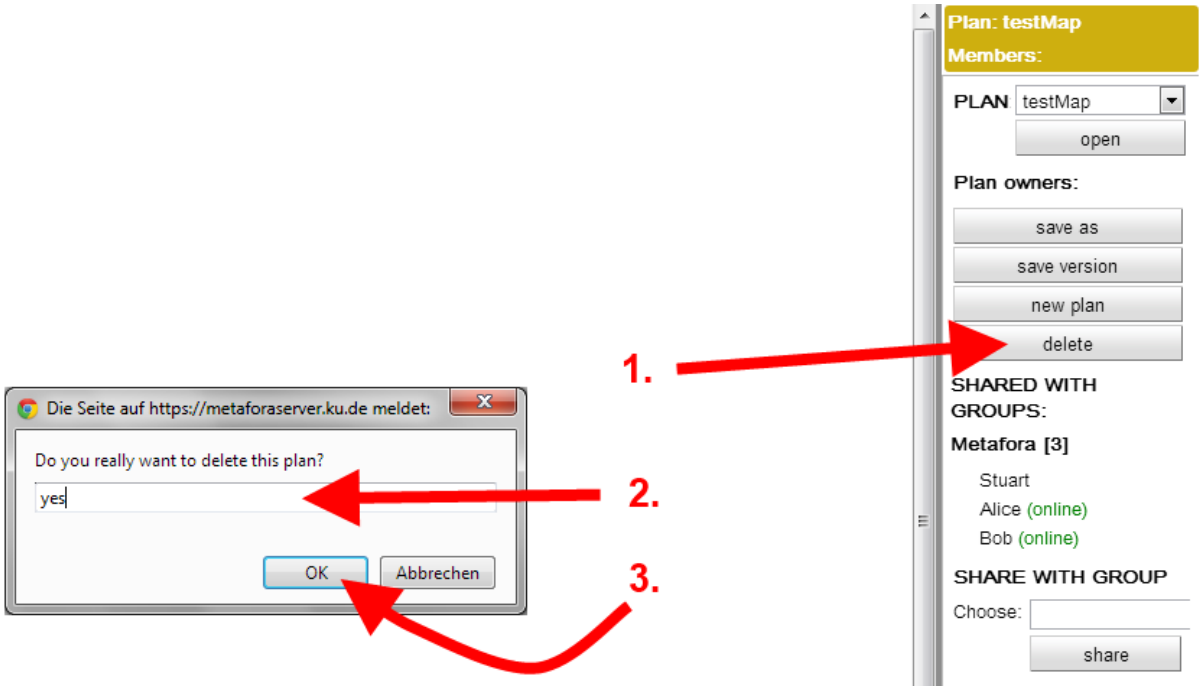


Image 66

4.1.6. Share a plan

The plans in the Planning Tool can be shared with users and groups. Thus only the groups with which the plan is shared have access to the plan.

SHARED WITH GROUPS shows the groups with which the opened plan is shared. In this example the plan “testMap” is shared with the group “Metafora”. In the “Metafora” group are currently three users online: “Stuart”, “Alice” and “Bob”.

Image 67

If you’d like to share your opened plan with other groups, enter the group name into the text area and click on **share**. Afterwards all members of the new added group have access to the plan.

Plan: testMap
Members:
PLAN
testMap
open
Plan owners:
save as
save version
new plan
delete
SHARED WITH GROUPS:
Metafora [3]
Stuart
Alice (online)
Bob (online)
SHARE WITH GROUP
Choose
AdditionalGroup
share

Image 68

4.2. *Connectors*

If you click on the tab **Connectors**, the connectors of the visual language in the Planning Tool will opened. From this tab you can select the connector type you would like to create.

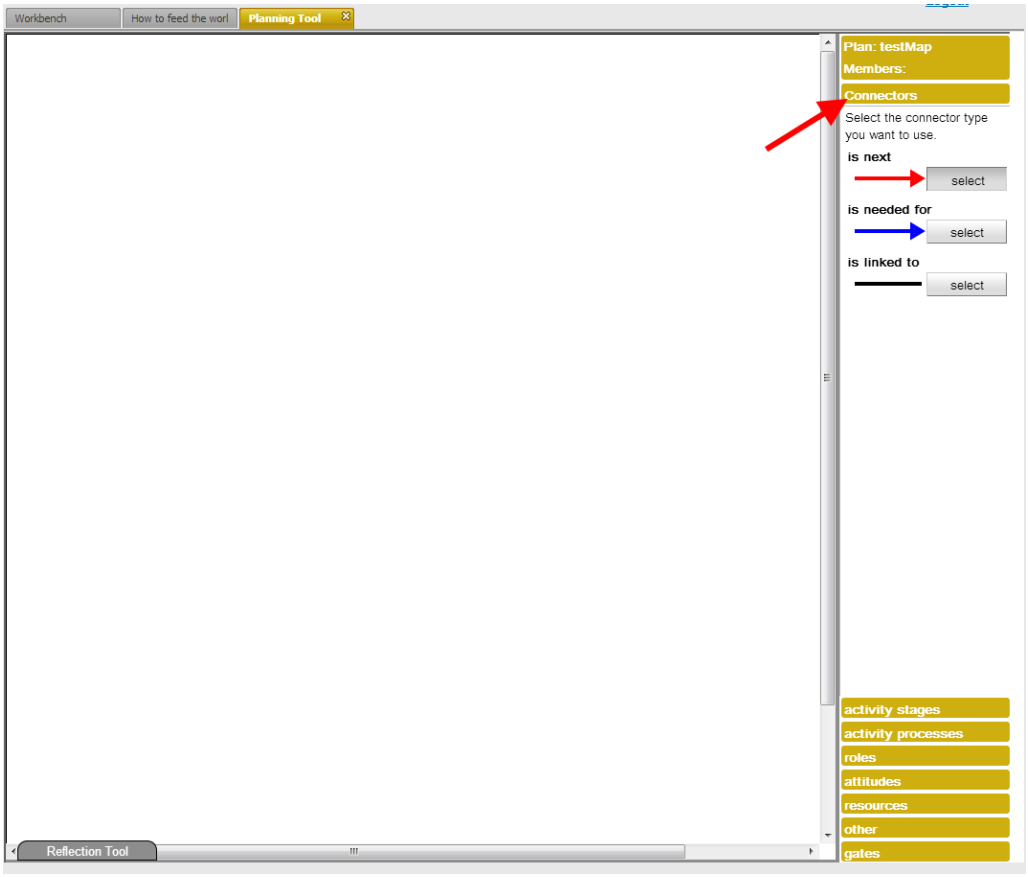


Image 69

There are three different types of connectors in the Planning Tool. To select a connector, please click on the **select** button. To create a connector between two cards, please take a look at Create a connector.

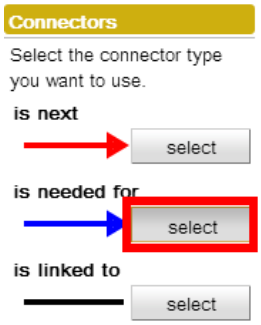


Image 70

4.2.1. Create a connector

To create a connector between two cards, please first select the connector in the **Connectors** tab you would like to be created, as described in Connectors.

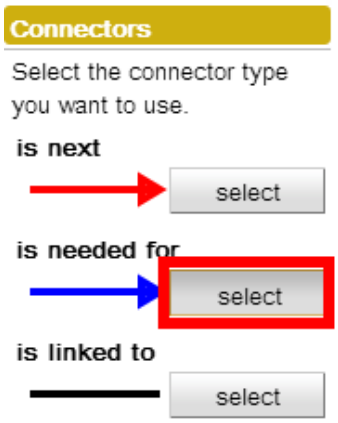


Image 71

Afterwards

1. Click on the icon of the starting card of the connector, the background of the card will turn red

Image 72

2. Click on the icon of the ending card of the connector

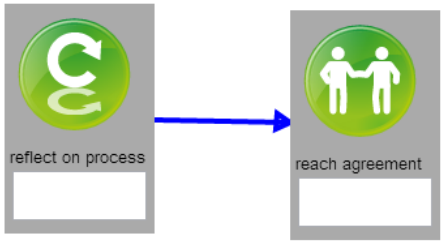


Image 73

The connector will be created. You can also take a look at Create a card.

4.2.2. Delete a connector

To delete a connector please execute the same procedure as creating a connector. Before you start, please make sure the connector type you want to delete is selected in the **Connectors** tab of the Planning Tool.

Therefore

1. Check if the connector type you would like to delete is selected

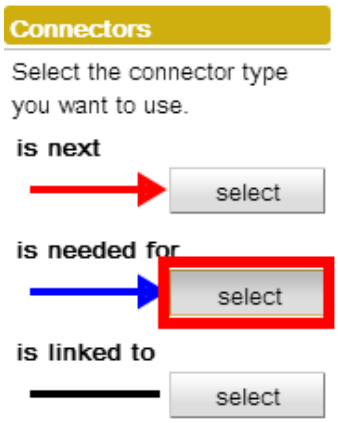


Image 74

2. Afterwards click on the icon of the starting card of the connection, the background of the card will turn red

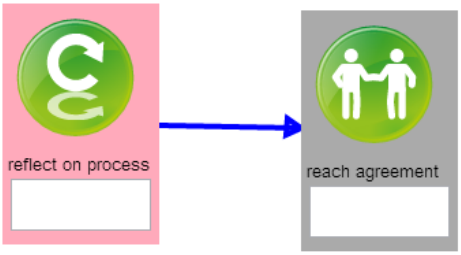


Image 75

3. Click on the icon of the ending card of the connection

Image 76

The connector will be deleted.

4.3. *Cards*

The remaining menu tabs in the Planning Tool embed the visual language activities, represented as cards. Every tab stands for a category of the activities. There are seven categories, the **activity stages**, **activity processes**, **roles**, **attitudes**, **resources**, **other** and **gates**.

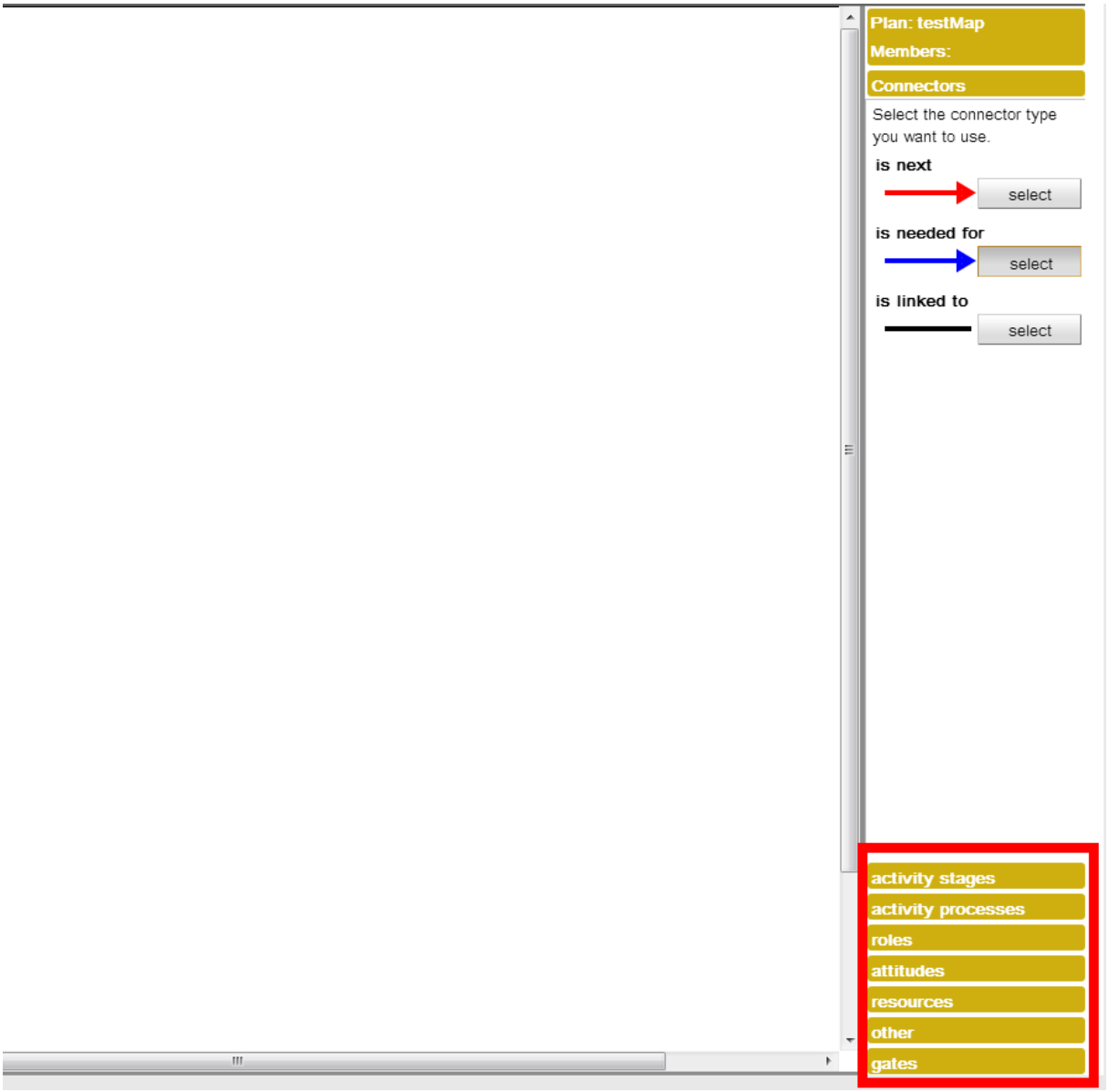


Image 77

To open a category, please click on the tab.

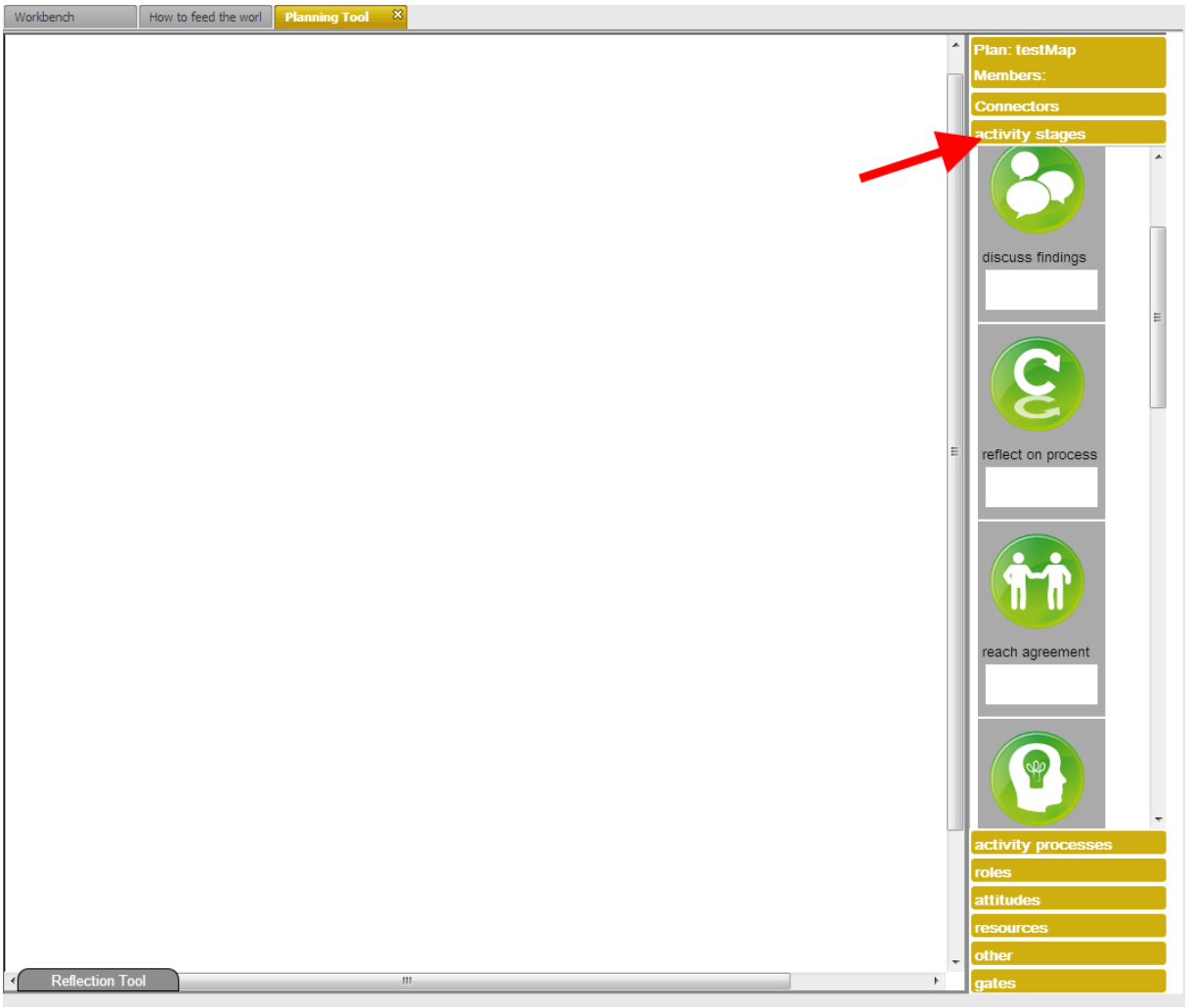


Image 78

As mentioned above, the visual language elements are represented as cards. Every card holds its own icon, title and a text area. The icon states the meaning of the card which is also explained by its title below the icon. In the text area you can enter text for additional information.

Image 79

4.3.1. Create a card

The Planning Tool implements a drag and drop mechanism with which elements of the visual language can be created in a plan. To create a card, please

1. click on the icon of the card in the menu palette
2. hold the click
3. move the mouse to the plan where you want the card to be placed and
4. release the click.

During the drag mechanism the card will appear in transparent shape. Once having dropped the card, it will appear in full color.

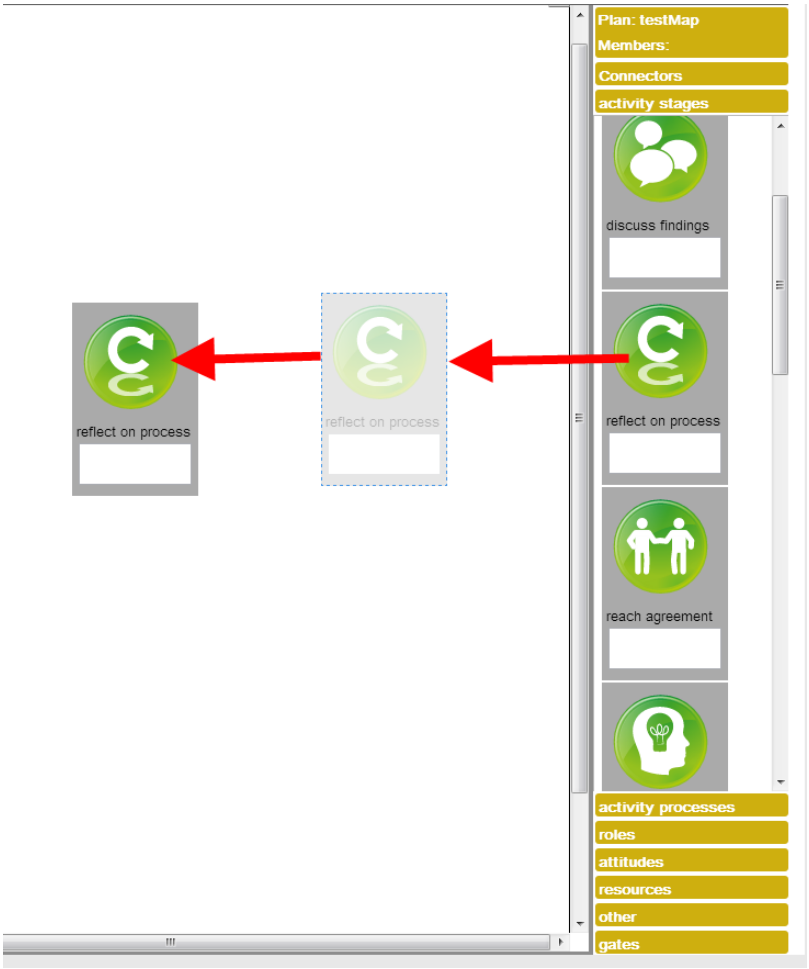


Image 80

The new created card will appear on the plan.

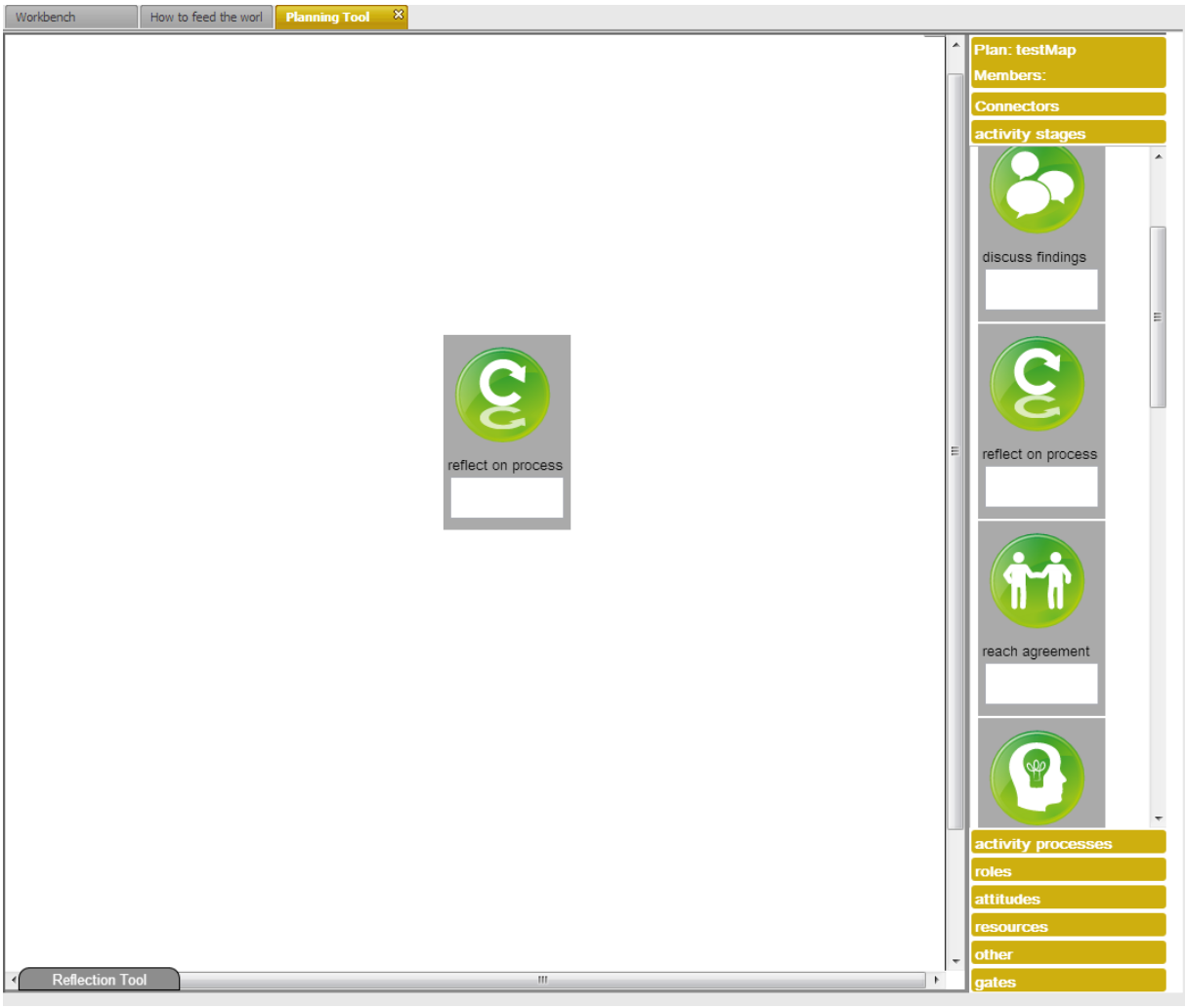

Workbench
How to feed the worl
Planning Tool
reflect on process
Plan: testMap
Members:
Connectors
activity stages
discuss findings
reflect on process
reach agreement
activity processes
roles
attitudes
resources
other
gates
Reflection Tool

Image 81

4.3.2. Move a card

The Planning Tool implements a drag and drop mechanism with which elements of the visual language can be moved on a plan. To move a card on your plan, please

1. click on the icon of the card
2. hold the click
3. move the mouse to the position in your plan where you want the card to be placed and
4. release the click.

During the move mechanism the card will appear in transparent shape. Once having released the card on its new position, it will appear in full color.

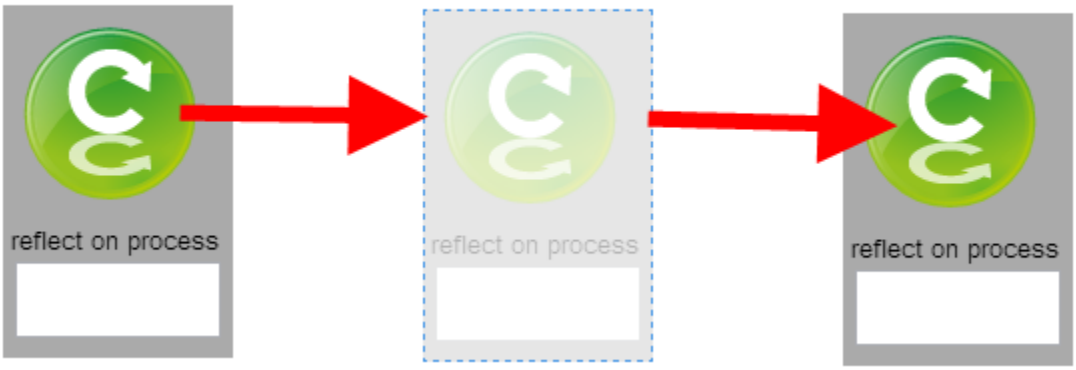


Image 82

4.3.3. Write text in a card

You can write text into the text area of a card to enter additional information to a learning activity. To enter text, please click into the text area of the card, enter the text and afterwards press the **return** key on your keyboard. The text will be committed and visible to other peers.

Image 83

4.3.4. Delete a card

If you would like to delete a card from your plan, please right click on the card you would like to be removed. A popup menu will show up. Select the **delete** option. The card will be deleted from the plan.

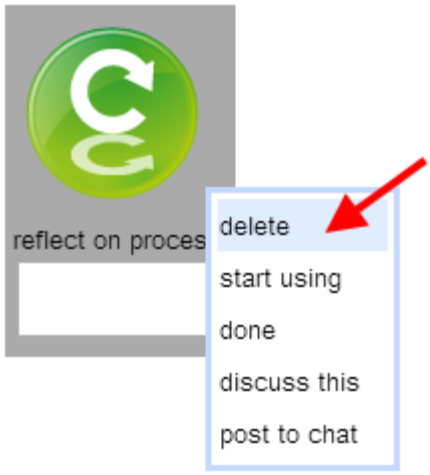


Image 84

4.3.5. Start using a card

When you start working on a learning activity you can state this in your plan. Right click on the associated card. A menu will show up. Select the option **start using** from this menu. The background of the card will turn yellow to state that work on this activity has started.

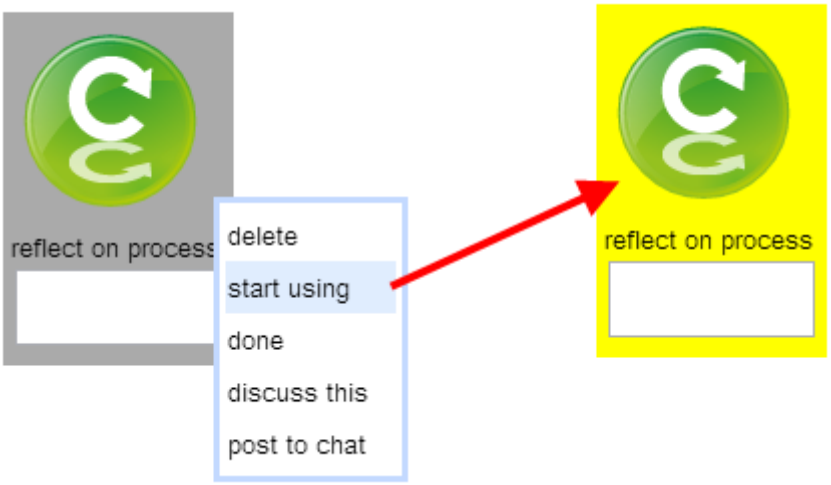


Image 85

4.3.6. Start using resource cards

Resource cards in the Planning Tool serve as gateways to the embedded tools in the Metafora system and aim to persistently store created artifacts for later use. If you **start using** a **resource** card, a workspace of the tool will open. Thus you can enact directly from your plan. The integrated resource cards of the Planning Tool are:

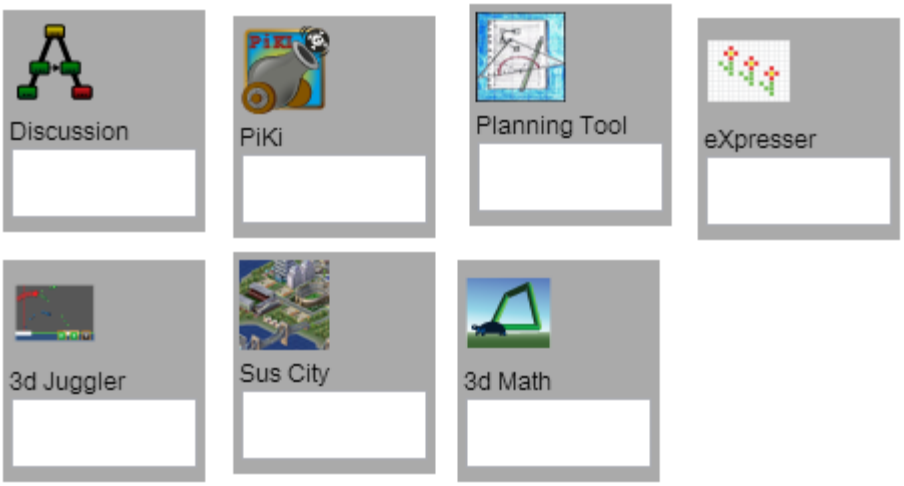


Image 86

When right clicking on a resource card and selecting **start using** from the popup menu, the tool will open in a new tab, as in this example the microworld **PiKI**.

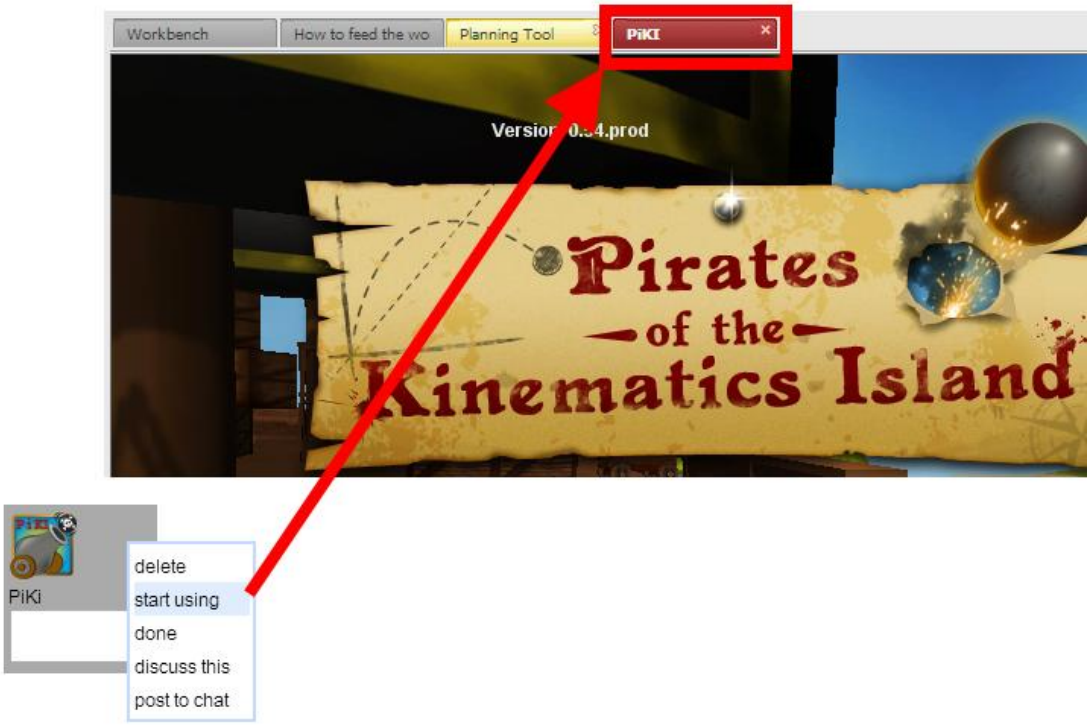


Image 87

You can work in the microworld and create your own artifacts which will be persistently saved to the **resource** card and are accessible through it. As in this example changes in **PiKI** can be stored to the associated PiKI resource card and be retrievable from this card at any later point in time. Please click on **save** in PiKI after you have created your own compilations to store your changes to the Planning Tool resource card.

Image 88

After saving your work in PiKI, you can go back to the Planning Tool and **start using** the same resource card. The microworld will open again in a new Metafora tab and your artifact of PiKI with all the changes you have undertaken will be loaded. Your compilations were persistently stored and are accessible through the resource card for further contribution at any later point in time.

Image 89

Start using a "Discussion" or "Planning Tool" resource card

When start using a new "Discussion" resource card, you can link a new or already existing discussion map to this resource card. Thus, please right click on the **Discussion** resource card and select the menu option **start using**. A new **LASAD** tab will open and ask you to enter the name of the new or existing discussion map.

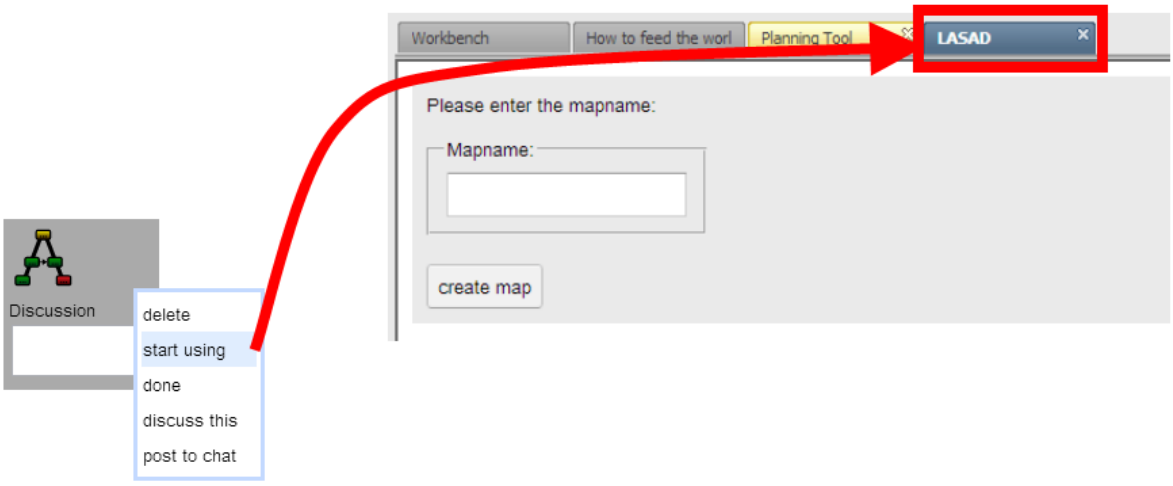


Image 90

Please enter the name of the discussion map you would like to link to the resource card and click on the button **create map.**

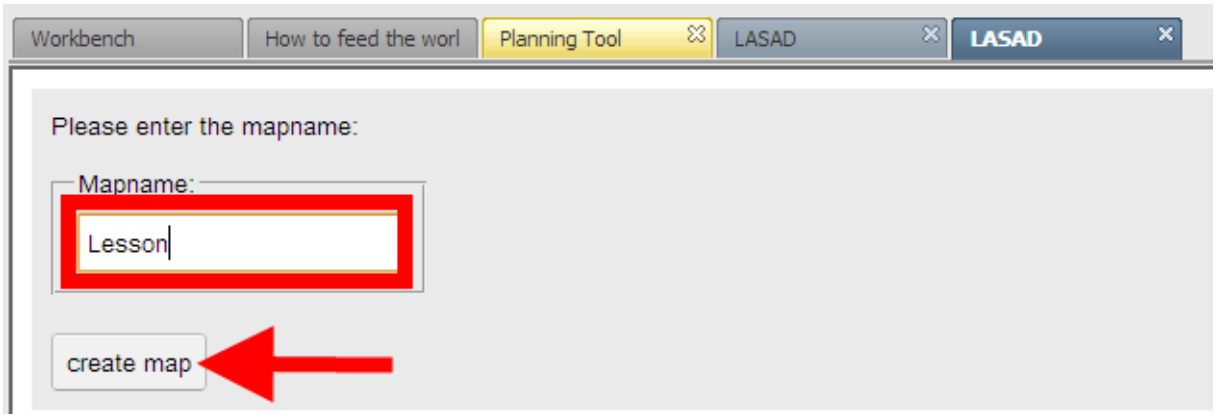


Image 91

The **LASAD** discussion map will be stored to the **Discussion** resource card and will automatically load in the **LASAD** tab, where you are already logged in with your username.

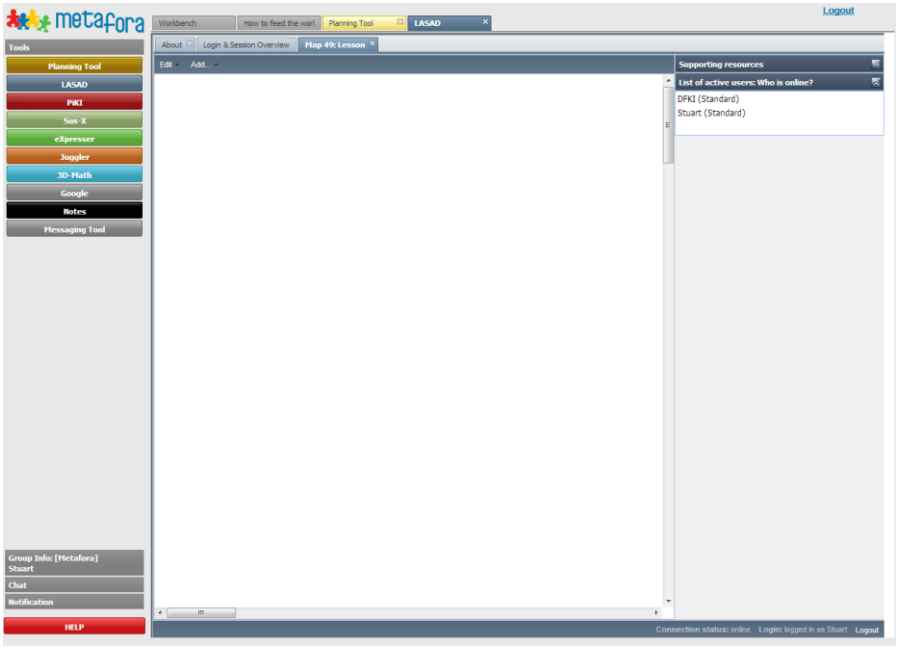


Image 92

Afterwards you can retrieve this discussion map through the same **Discussion** resource card at any later point in time.

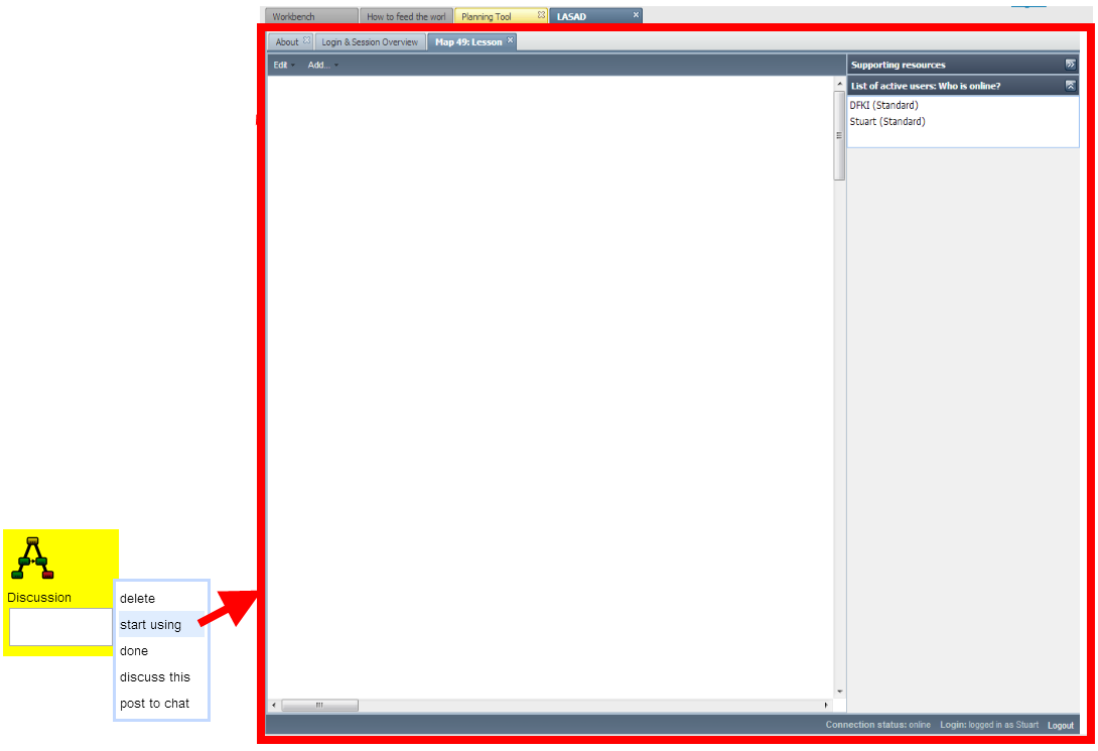


Image 93

The mechanism to store a Planning Tool plan to a **Planning Tool** resource card is the same. Create a new Planning Tool resource card in your plan, right click on the card and select **start using**. A new Metafora Planning Tool tab will open and ask you to enter the name of the new or existing Planning Tool plan.

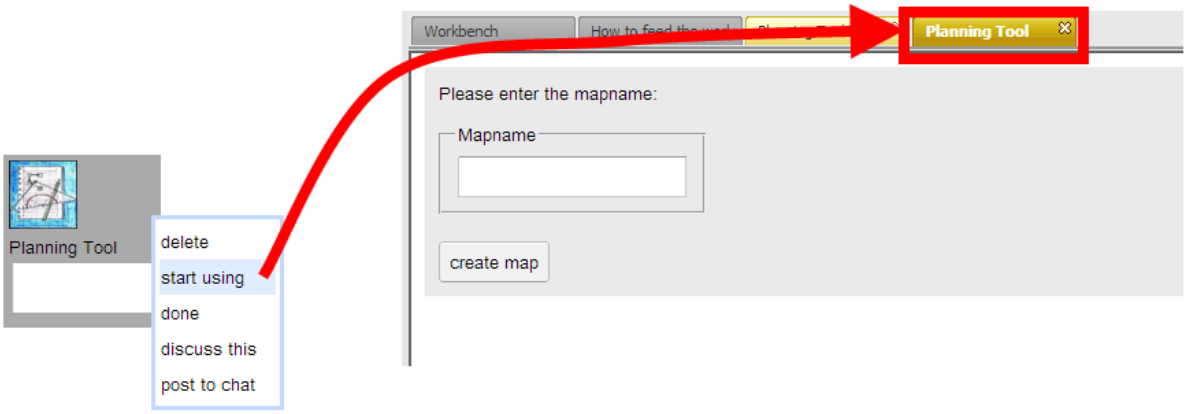


Image 94

Please enter the name of the Planning Tool plan you would like to link to the resource card and click on the button **create map.**

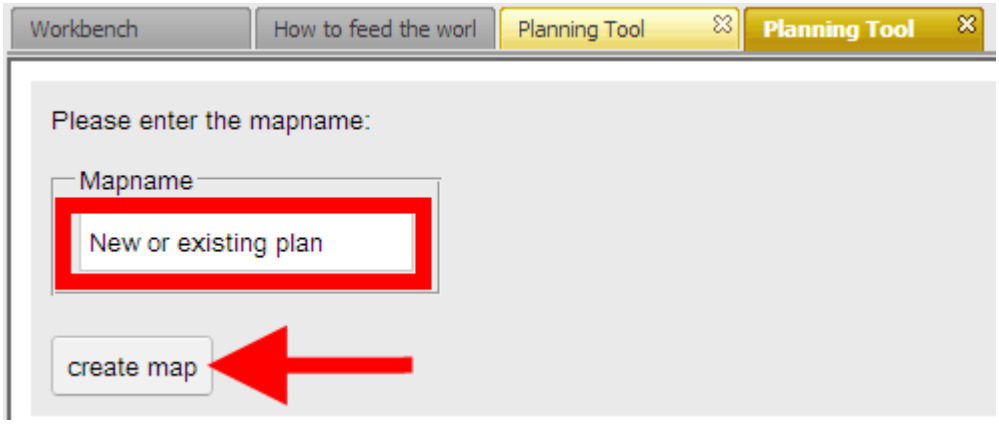


Image 95

The **Planning Tool** plan will be stored to the **Planning Tool** resource card and will automatically load in the **Planning Tool** tab.

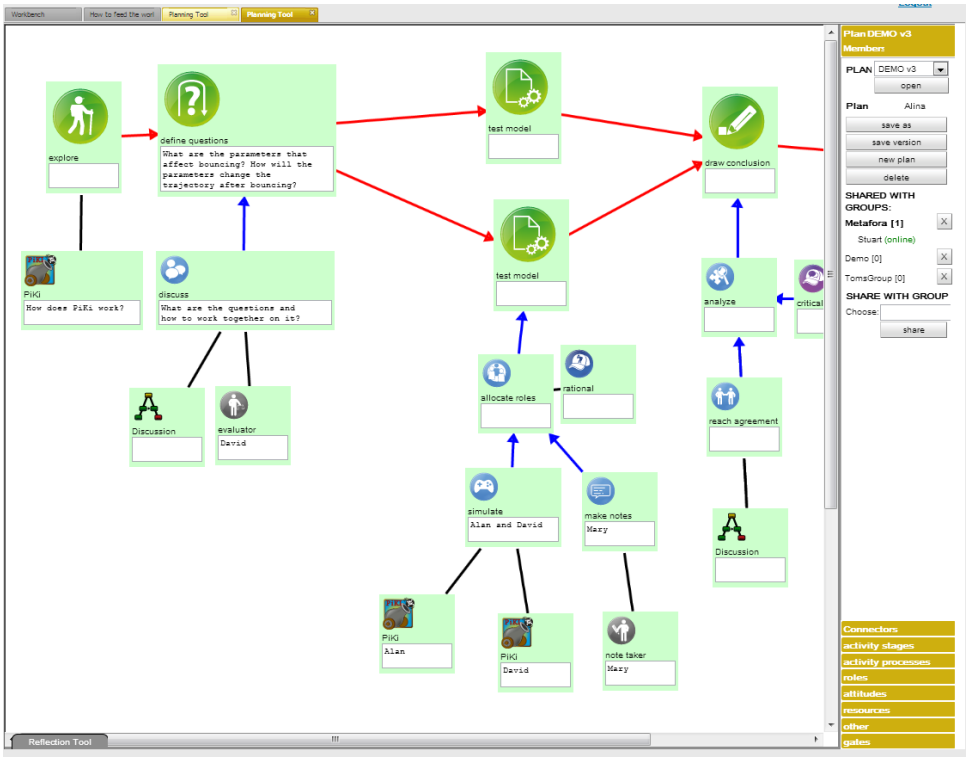


Image 96

Afterwards you can retrieve this Planning Tool plan through the same **Planning Tool** resource card at any later point in time.

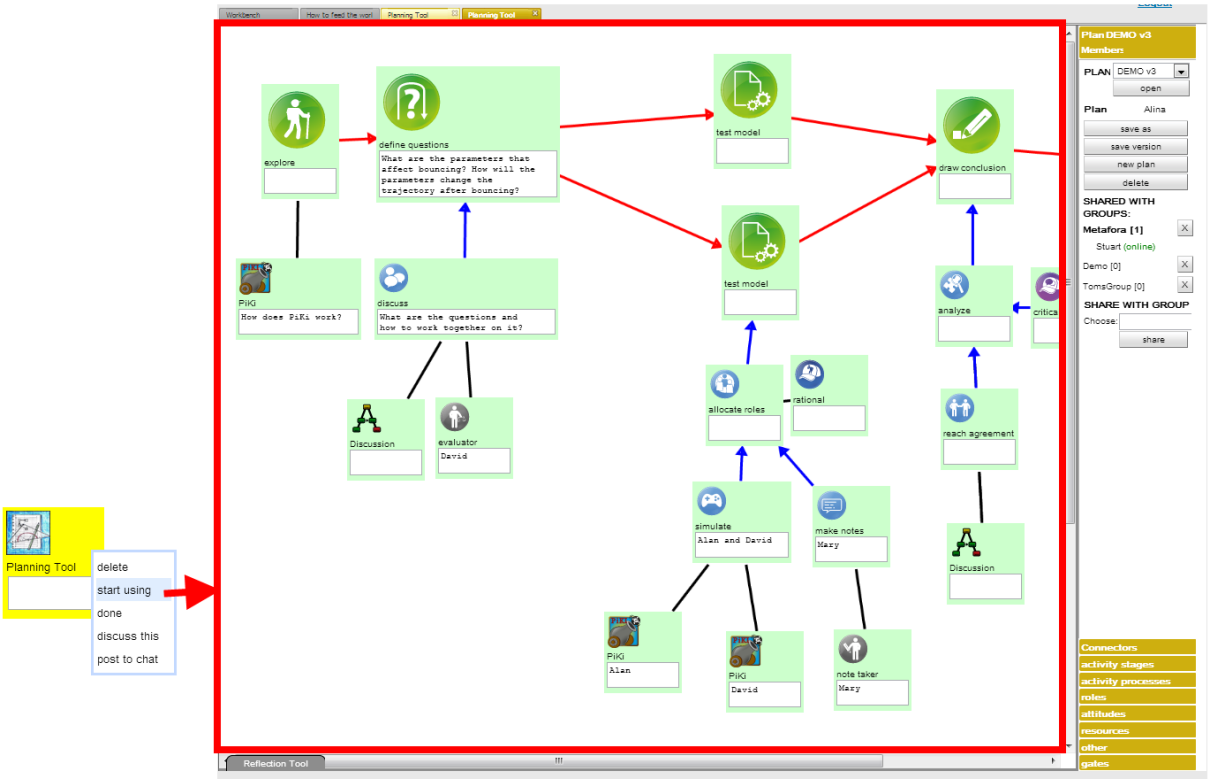


Image 97

4.3.7. Finish a card

If you'd like to finish a learning activity you can state this in your plan. Right click on the associated card. A Menu will show up. Select the option **done** from this menu. The background of the card will turn green to state that work on this activity is finished.

Image 98

4.3.8. Discuss this

If you would like to send a card of your plan to the discussion environment for discussion and argumentation, you can do this by creating a referable object in LASAD.

Please note: sharing a Planning Tool card in the discussion environment LASAD can only work if you are logged in to LASAD and have a discussion map open. For further information on opening a discussion map, please take a look at start using a "Discussion" or "Planning Tool" resource card.

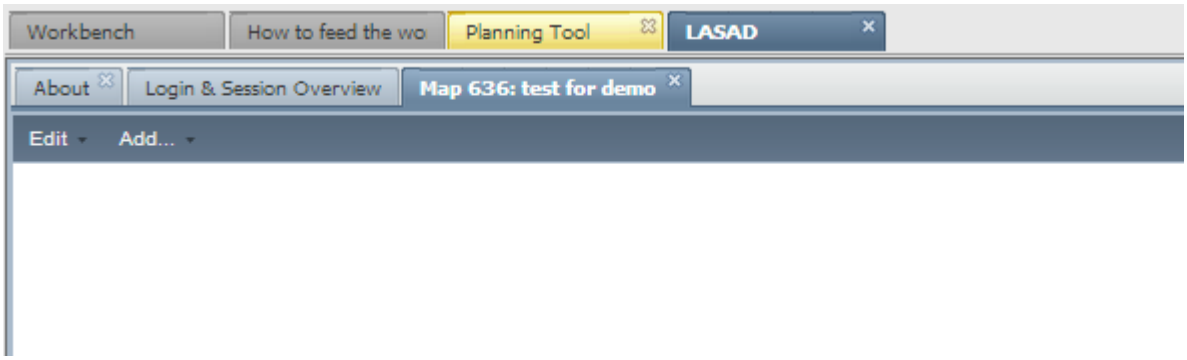


Image 99

If this is the case, please right click on the card you would like to send. A popup menu will show up where you need to select the option **discuss this**. Afterwards a referable object will be created in the open LASAD map.

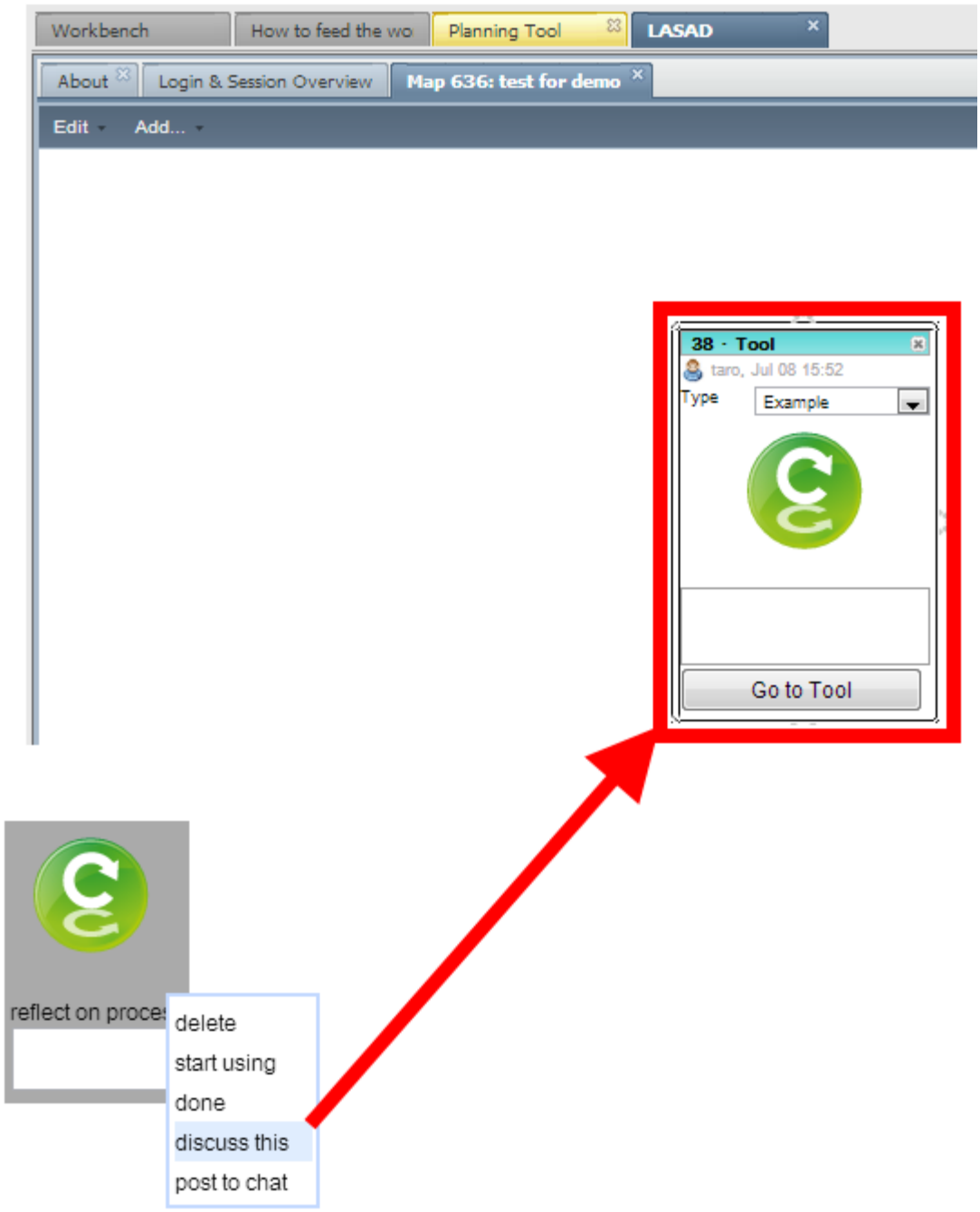

Workbench
How to feed the wo
Planning Tool
LASAD
About
Login & Session Overview
Map 636: test for demo
Edit
Add...
38 - Tool
taro, Jul 08 15:52
Type
Example
Go to Tool
reflect on proces
delete
start using
done
discuss this
post to chat

Image 100

4.3.9. Post to chat

If you would like to post a referable object of a card into the Metafora chat for further discussion and contribution, please right click on the card. A popup menu will show up where you need to select the option **post to chat**.

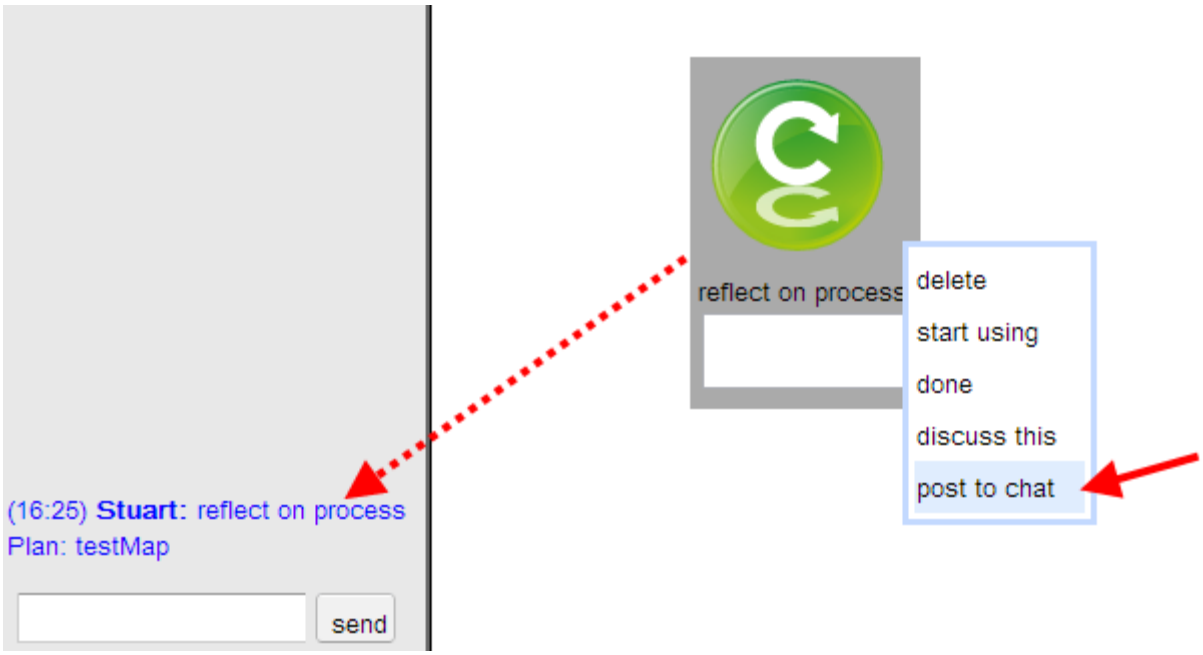


Image 101

A referable object will be created in the group chat of Metafora and thus be available to your group. When hovering over the referable object in the chat, the icon of the card will show up.

Image 102

When clicking on the referable object in the chat, the place of the original object will open, therefore the Planning Tool will open with the plan from where the object was created and highlight the referred object.

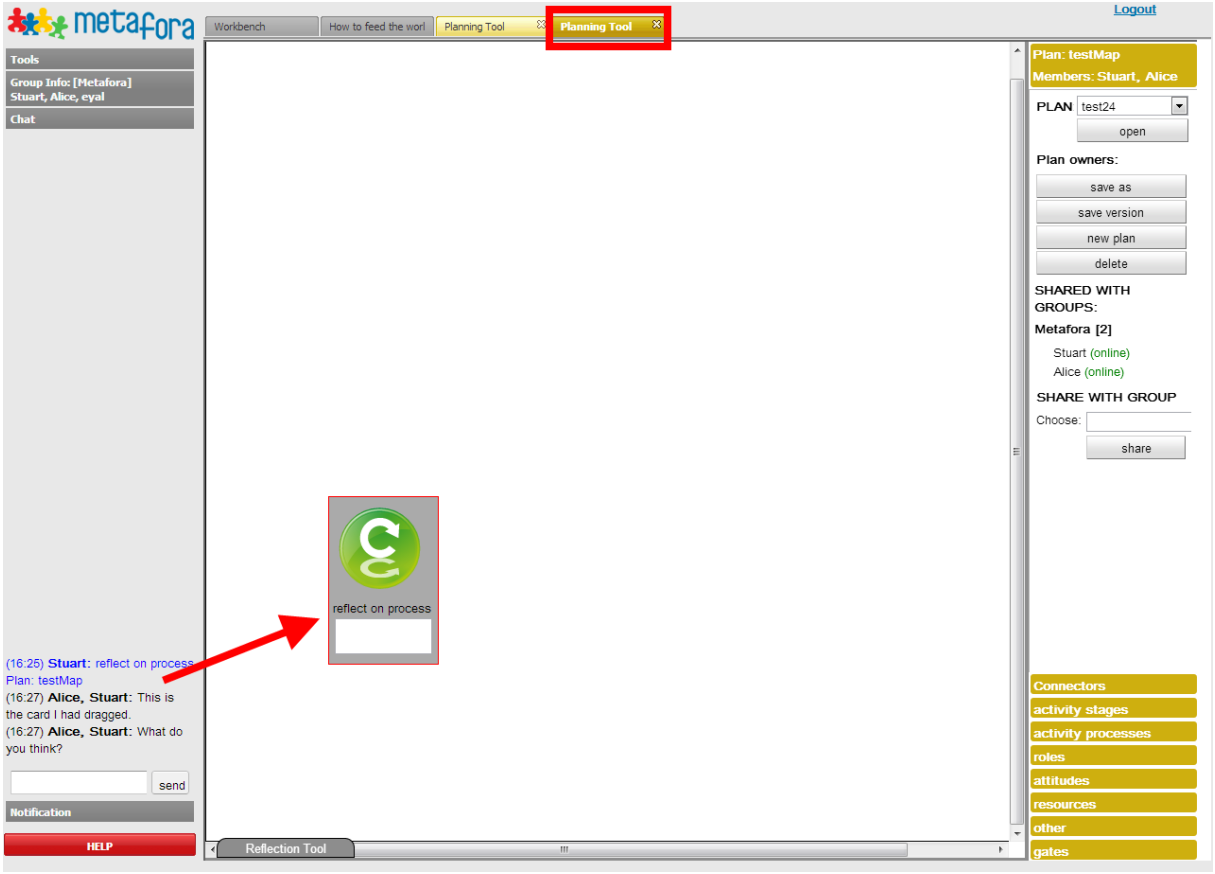


Image 103

5. Reflection Tool

The Reflection Tool of Metafora is integrated as an Add-On to the Planning Tool.

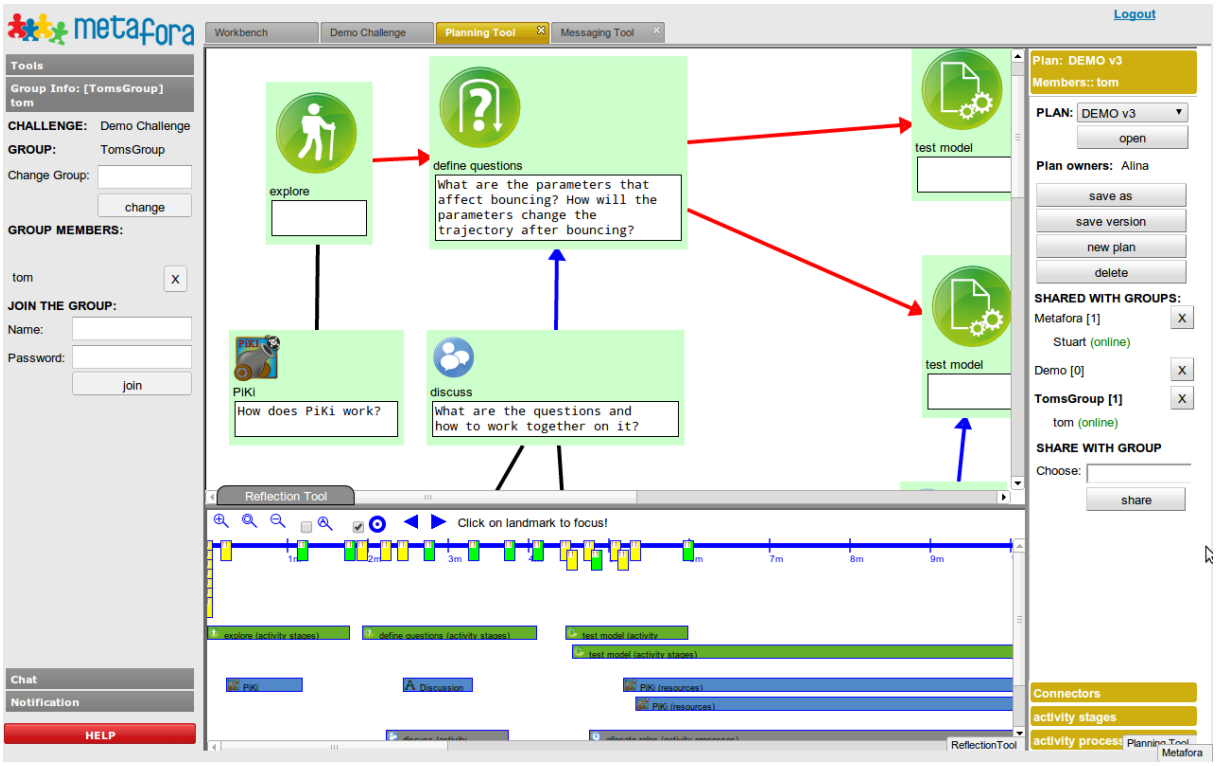


Image 104

Its focus relies on the coupled collaboration to help reflect on the whole learning process of a group. Thus it shows all landmarks of a group, visualized in a time bar to support the process awareness. When for example starting a card in the Planning Tool a new balk with the icon of the card is created, which expands until this card gets finished. Please also take a look at start using and finishing a card. The landmarks on the time bar are adapted to its kind and origin, as well as the color of the balk (visual language category).

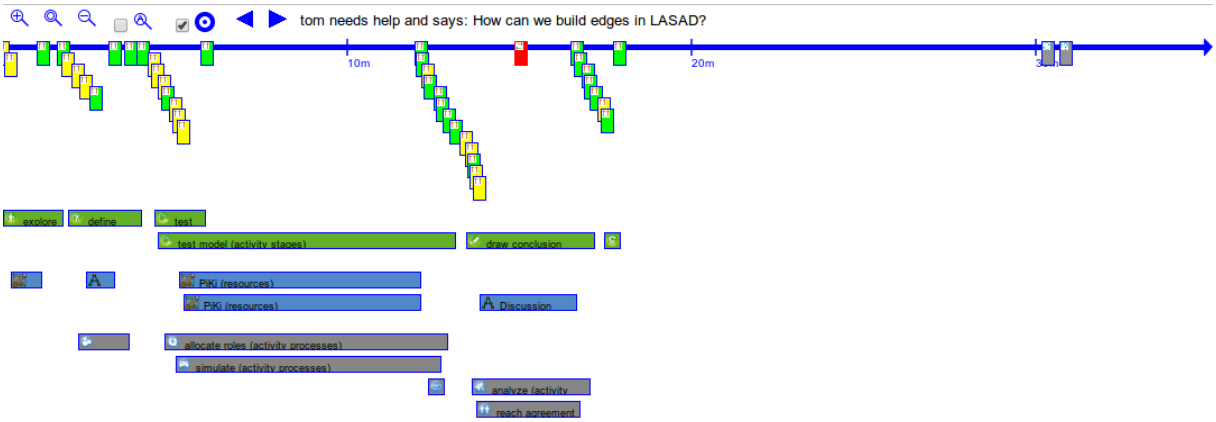


Image 105

When hovering over a landmark with your mouse in the time bar or a bulk, the content of the landmark will be shown.

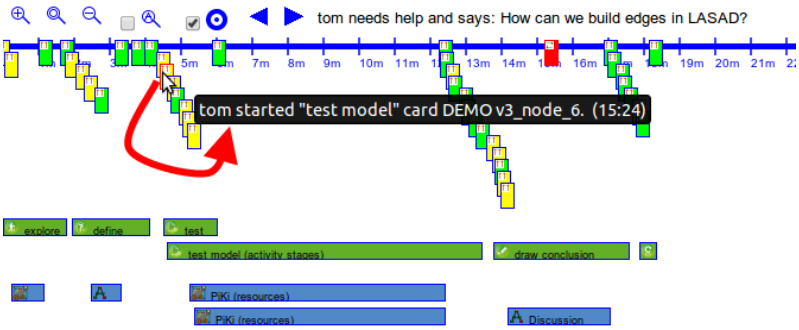


Image 106

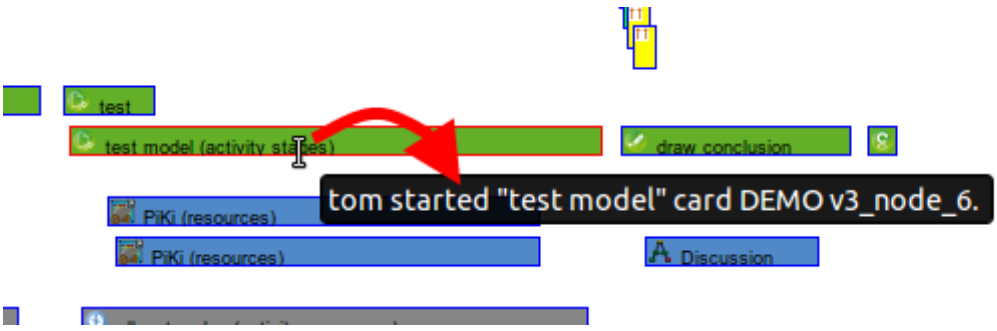


Image 107

Additional when hovering over a bulk the associated landmark in the time bar will be highlighted by a red border. Same with hovering over a landmark in the time bar will highlight the associated bulk of the landmark with a red border.

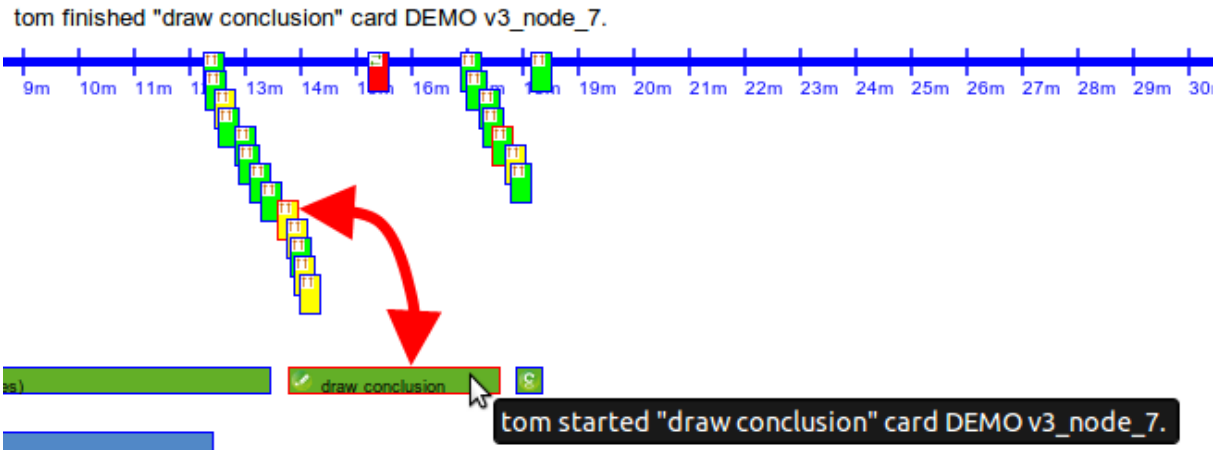


Image 108

When clicking on it, its content will be shown.

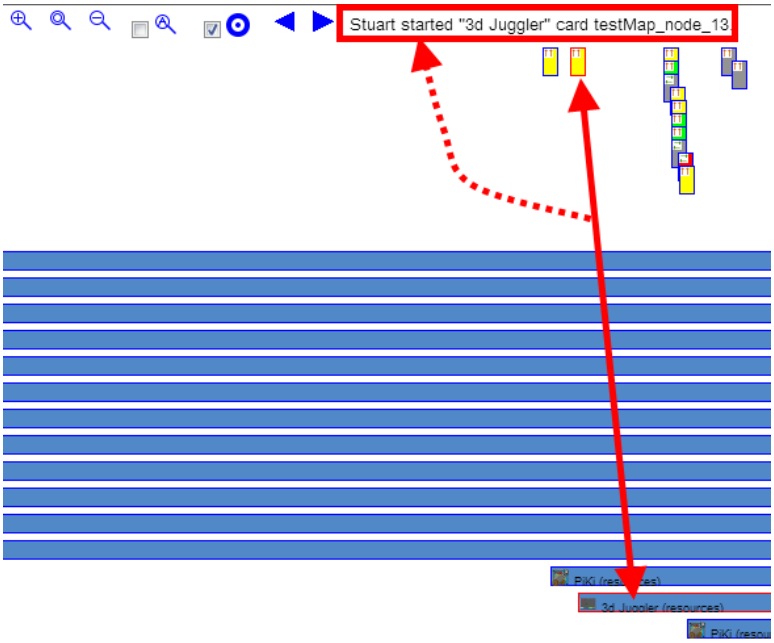


Image 109

5.1 *Zooming and screen size*

In the Reflection Tool you can **zoom in** and **out** of the tool to see more details or a more general view of the landmarks by clicking on the magnifying glasses with the plus and minus sign. You can also fit the Reflection Tool to your screen.

Zoom in:

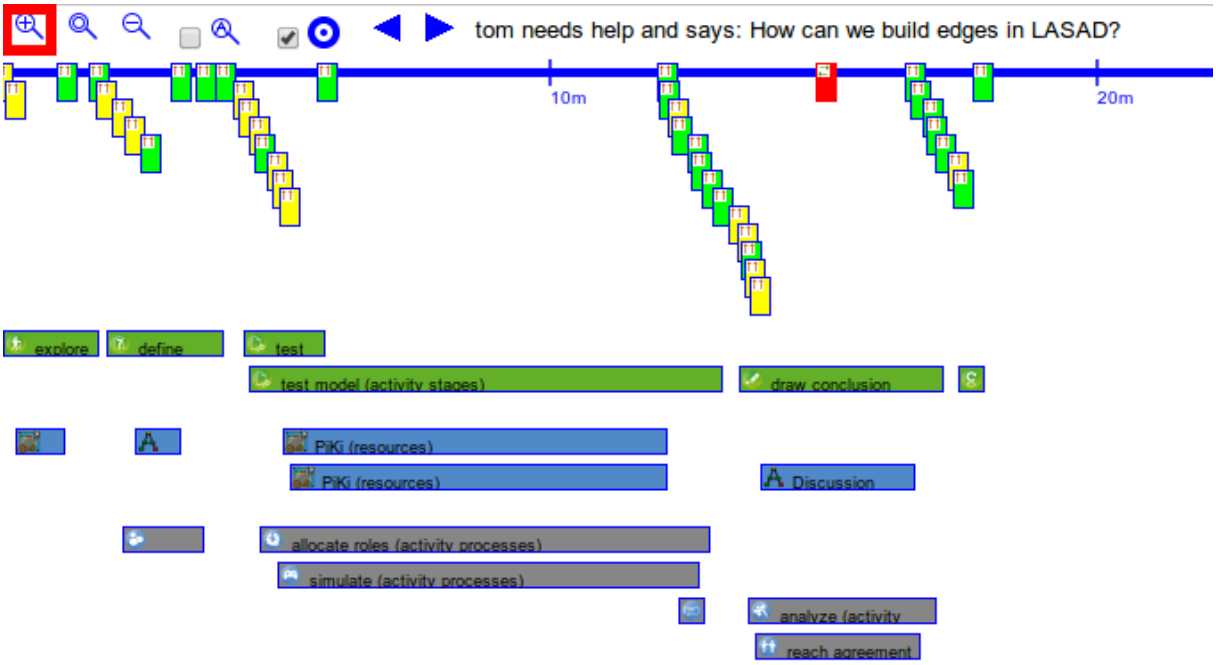


Image 110

You can also zoom in by clicking into the time bar with your mouse and selecting the area you would like to zoom in.

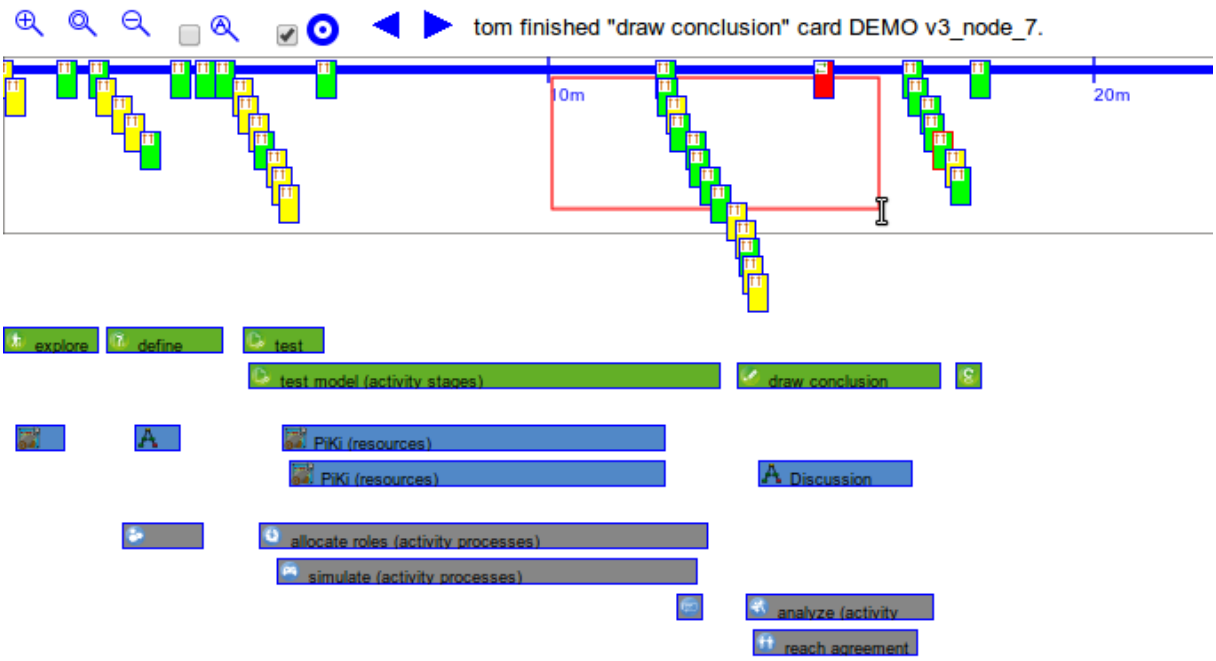


Image 111

Zoom out:

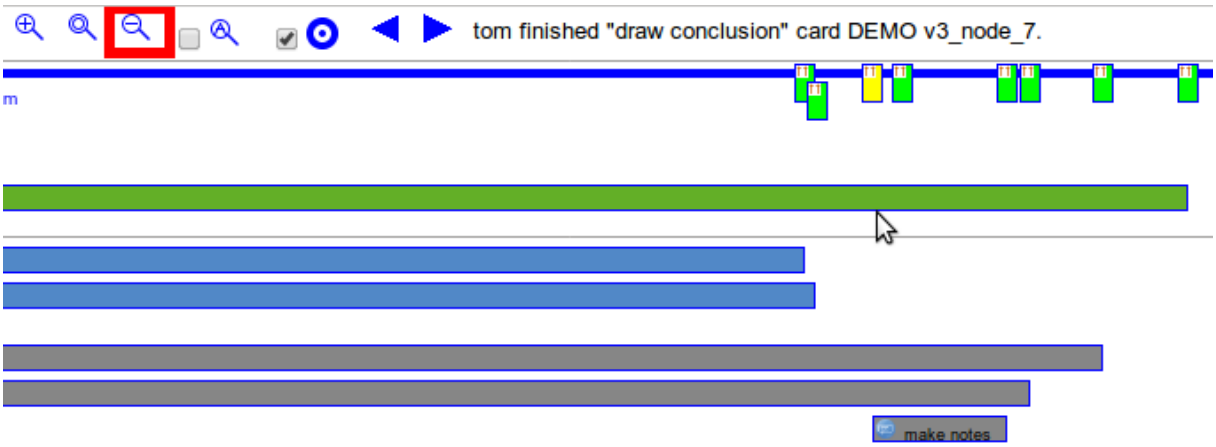


Image 112

Fit to screen:

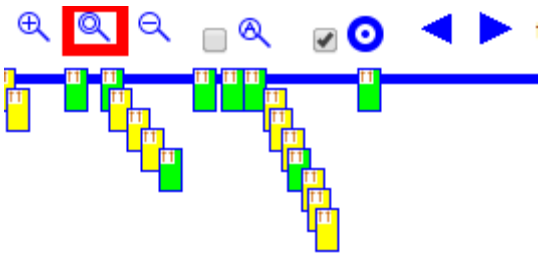


Image 113

Enabling the auto size in the Reflection Tool by setting a check as shown in this image will fit the screen automatically to your size:

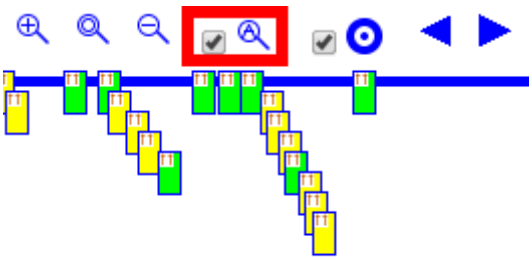


Image 114

Or set a check here, to keep the focused landmark centered while zooming:

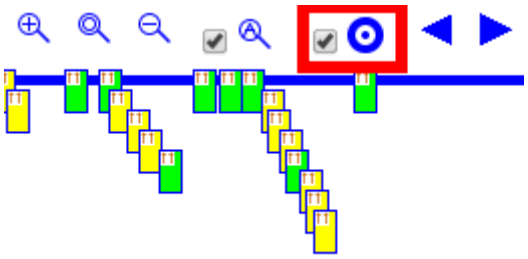


Image 115

5.2 *Focus landmark*

With the arrows you can click through and focus all landmarks of your group and read its content. The landmark will be highlighted in the time bar.

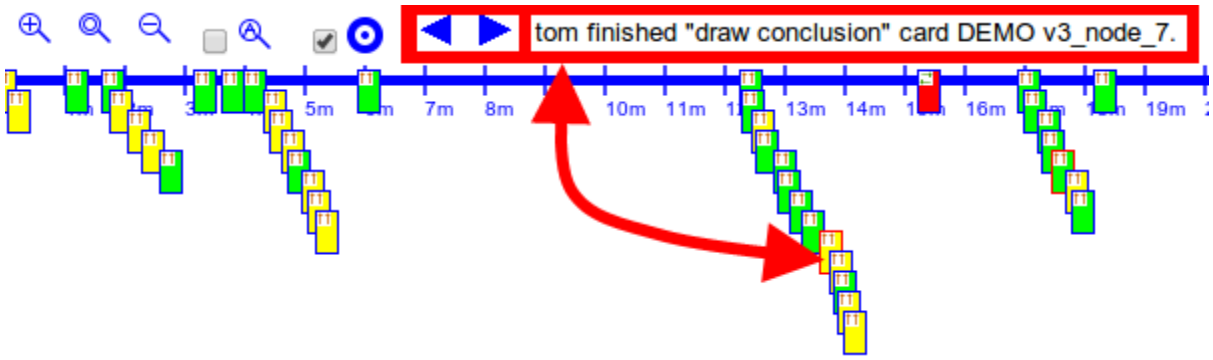


Image 116

You can also read the content of a landmark by clicking on it.

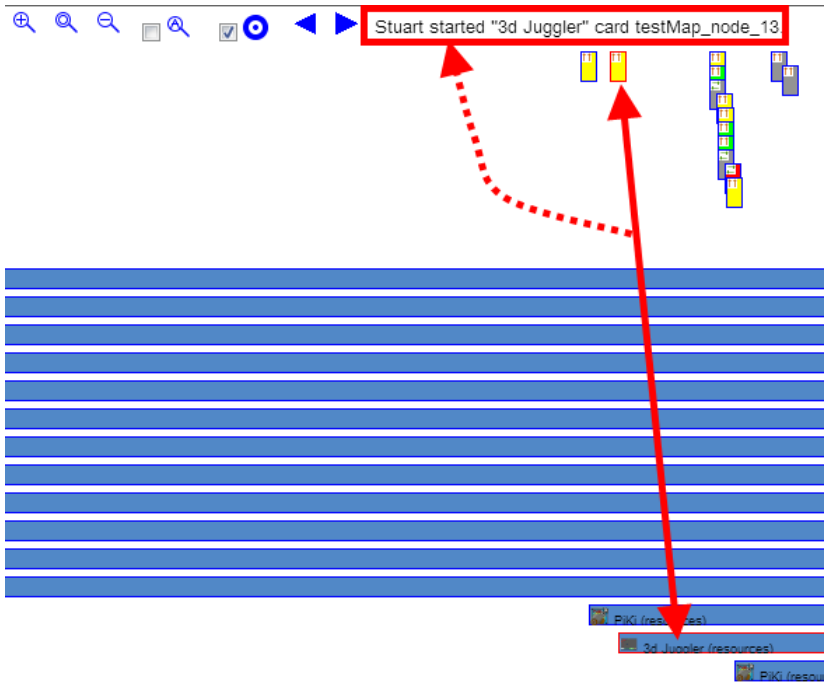


Image 117

6. Workbench

This is the Workbench of Metafora. The Workbench is a central overview component.

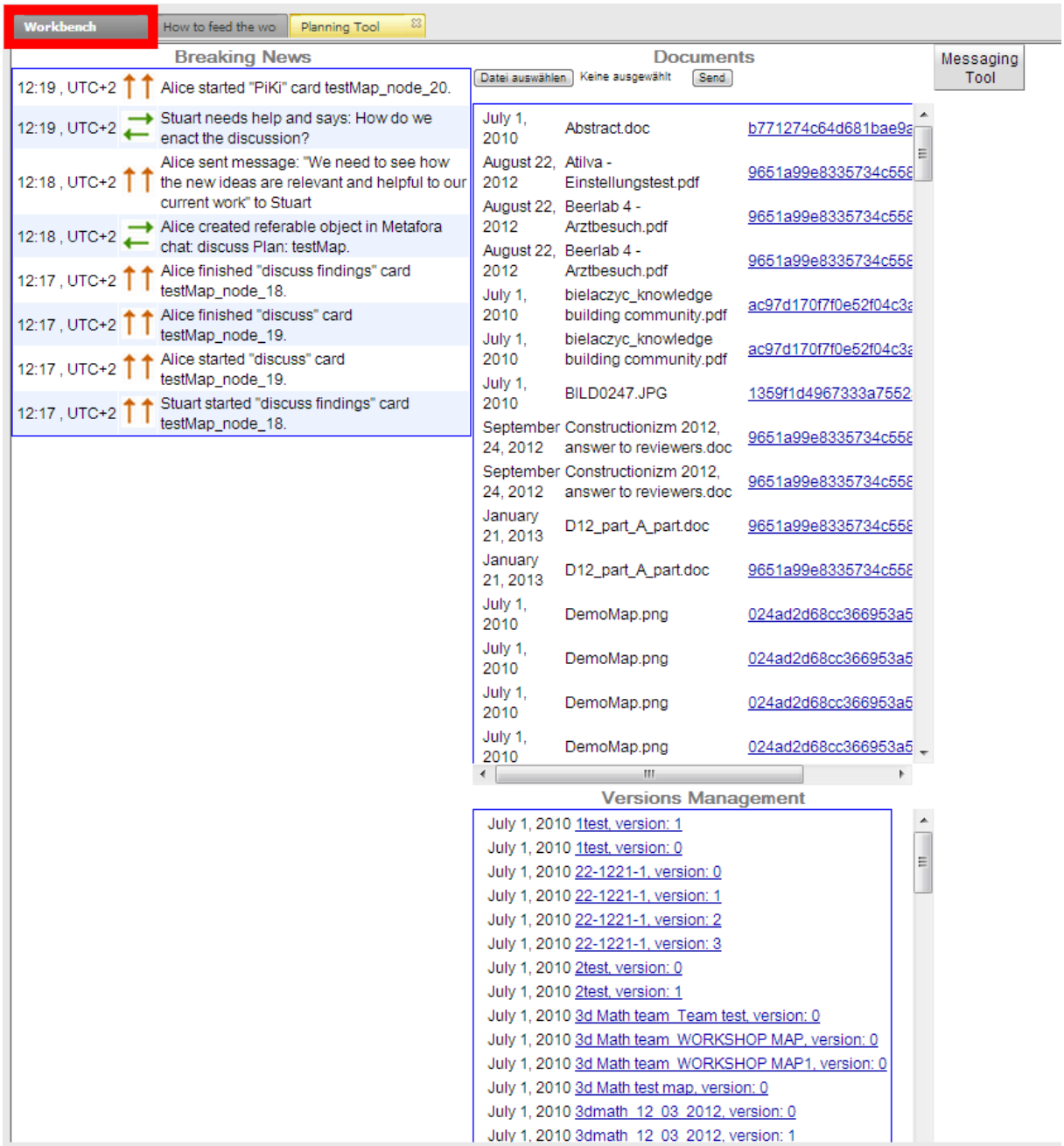

Workbench
How to feed the wo
Planning Tool
Breaking News
12:19 , UTC+2 Alice started "PiKi" card testMap_node_20.
12:19 , UTC+2 Stuart needs help and says: How do we enact the discussion?
12:18 , UTC+2 Alice sent message: "We need to see how the new ideas are relevant and helpful to our current work" to Stuart
12:18 , UTC+2 Alice created referable object in Metafora chat: discuss Plan: testMap.
12:17 , UTC+2 Alice finished "discuss findings" card testMap_node_18.
12:17 , UTC+2 Alice finished "discuss" card testMap_node_19.
12:17 , UTC+2 Alice started "discuss" card testMap_node_19.
12:17 , UTC+2 Stuart started "discuss findings" card testMap_node_18.
Documents
Datei auswählen
Keine ausgewählt
Send
Messaging Tool
July 1, 2010 Abstract.doc b771274c64d681bae9a
August 22, 2012 Atilva - Einstellungstest.pdf 9651a99e8335734c558
August 22, 2012 Beerlab 4 - Arztbesuch.pdf 9651a99e8335734c558
August 22, 2012 Beerlab 4 - Arztbesuch.pdf 9651a99e8335734c558
July 1, 2010 bielaczyc_knowledge building community.pdf ac97d170f7f0e52f04c3a
July 1, 2010 bielaczyc_knowledge building community.pdf ac97d170f7f0e52f04c3a
July 1, 2010 BILD0247.JPG 1359f1d4967333a7552
September 24, 2012 Constructionizm 2012, answer to reviewers.doc 9651a99e8335734c558
September 24, 2012 Constructionizm 2012, answer to reviewers.doc 9651a99e8335734c558
January 21, 2013 D12_part_A_part.doc 9651a99e8335734c558
January 21, 2013 D12_part_A_part.doc 9651a99e8335734c558
July 1, 2010 DemoMap.png 024ad2d68cc366953a5
July 1, 2010 DemoMap.png 024ad2d68cc366953a5
July 1, 2010 DemoMap.png 024ad2d68cc366953a5
July 1, 2010 DemoMap.png 024ad2d68cc366953a5
Versions Management
July 1, 2010 1test, version: 1
July 1, 2010 1test, version: 0
July 1, 2010 22-1221-1, version: 0
July 1, 2010 22-1221-1, version: 1
July 1, 2010 22-1221-1, version: 2
July 1, 2010 22-1221-1, version: 3
July 1, 2010 2test, version: 0
July 1, 2010 2test, version: 1
July 1, 2010 3d Math team_Team test, version: 0
July 1, 2010 3d Math team_WORKSHOP MAP, version: 0
July 1, 2010 3d Math team_WORKSHOP MAP1, version: 0
July 1, 2010 3d Math test map, version: 0
July 1, 2010 3dmath_12_03_2012, version: 0
July 1, 2010 3dmath_12_03_2012, version: 1

Image 118

In the Workbench you have the Breaking News, Documents, the Versions Management and the Messaging Tool.

6.1. *Breaking News*

The focus of the **Breaking News** is the synchronized awareness mode, thus it gives an overview about the latest actions of your own group and shows latest important landmarks of other groups. **Breaking News** is visualized as a table; results are listed from the bottom up. Every cell of the table includes the time when the action was created, the learning to learn together category via an icon and the description of the result. Thus you can capture the current learning events.

Breaking News
12:19 , UTC+2
Alice started "PiKi" card testMap_node_20.
12:19 , UTC+2
Stuart needs help and says: How do we enact the discussion?
12:18 , UTC+2
Alice sent message: "We need to see how the new ideas are relevant and helpful to our current work" to Stuart
12:18 , UTC+2
Alice created referable object in Metafora chat: discuss Plan: testMap.
12:17 , UTC+2
Alice finished "discuss findings" card testMap_node_18.
12:17 , UTC+2
Alice finished "discuss" card testMap_node_19.
12:17 , UTC+2
Alice started "discuss" card testMap_node_19.
12:17 , UTC+2
Stuart started "discuss findings" card testMap_node_18.

Image 119

6.2. *Documents*

The **Documents** section in the Workbench of Metafora serves as persistent storage of documents. It shows all uploaded documents of Metafora, with the time of its upload, the name of the document and its id.

You can open a document and also upload documents.

Documents
Datei auswählen
Keine ausgewählt
Send
July 1, 2010 Abstract.doc b771274c64d681bae9a
August 22, 2012 Atilva - Einstellungstest.pdf 9651a99e8335734c558
August 22, 2012 Beerlab 4 - Arztbesuch.pdf 9651a99e8335734c558
August 22, 2012 Beerlab 4 - Arztbesuch.pdf 9651a99e8335734c558
July 1, 2010 bielaczyc_knowledge building community.pdf ac97d170f7f0e52f04c3a
July 1, 2010 bielaczyc_knowledge building community.pdf ac97d170f7f0e52f04c3a
July 1, 2010 BILD0247.JPG 1359f1d4967333a7552
September 24, 2012 Constructionizm 2012, answer to reviewers.doc 9651a99e8335734c558
September 24, 2012 Constructionizm 2012, answer to reviewers.doc 9651a99e8335734c558
January 21, 2013 D12_part_A_part.doc 9651a99e8335734c558
January 21, 2013 D12_part_A_part.doc 9651a99e8335734c558
July 1, 2010 DemoMap.png 024ad2d68cc366953a5
July 1, 2010 DemoMap.png 024ad2d68cc366953a5
July 1, 2010 DemoMap.png 024ad2d68cc366953a5
July 1, 2010 DemoMap.png 024ad2d68cc366953a5

Image 120

6.2.1. Open a document

To open a document, please click on the id of the document. The document will open.

Documents
Datei auswählen
Keine ausgewählt
Send
July 1, 2010 Abstract.doc b771274c64d681bae9a
August 22, 2012 Atilva - Einstellungstest.pdf 9651a99e8335734c55
August 22, 2012 Beerlab 4 - Arztbesuch.pdf 9651a99e8335734c55
August 22, 2012 Beerlab 4 - Arztbesuch.pdf 9651a99e8335734c55
July 1, 2010 bielaczyc_knowledge building community.pdf ac97d170f7f0e52f04c3a
July 1, 2010 bielaczyc_knowledge building community.pdf ac97d170f7f0e52f04c3a
July 1, 2010 BILD0247.JPG 1359f1d4967333a7552
September 24, 2012 Constructionizm 2012, answer to reviewers.doc 9651a99e8335734c55
September 24, 2012 Constructionizm 2012, answer to reviewers.doc 9651a99e8335734c55
January 21, 2013 D12_part_A_part.doc 9651a99e8335734c55
January 21, 2013 D12_part_A_part.doc 9651a99e8335734c55
July 1, 2010 DemoMap.png 024ad2d68cc366953a5
July 1, 2010 DemoMap.png 024ad2d68cc366953a5
July 1, 2010 DemoMap.png 024ad2d68cc366953a5
July 1, 2010 DemoMap.png 024ad2d68cc366953a5

Image 121

6.2.2. Upload a document

To upload a document, please click on the button as shown in the image.

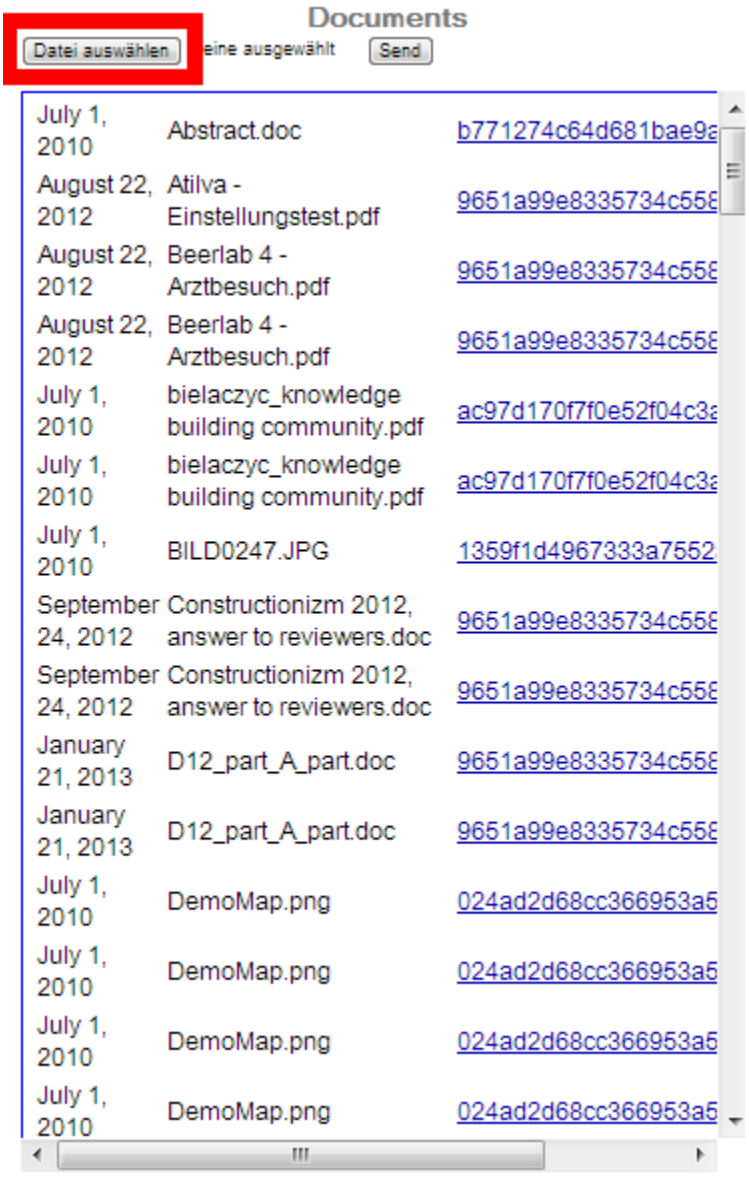

Documents
Datei auswählen
eine ausgewählt
Send
July 1, 2010 Abstract.doc b771274c64d681bae9a
August 22, 2012 Atilva - Einstellungstest.pdf 9651a99e8335734c56
August 22, 2012 Beerlab 4 - Arztbesuch.pdf 9651a99e8335734c56
August 22, 2012 Beerlab 4 - Arztbesuch.pdf 9651a99e8335734c56
July 1, 2010 bielaczyc_knowledge building community.pdf ac97d170f7f0e52f04c3a
July 1, 2010 bielaczyc_knowledge building community.pdf ac97d170f7f0e52f04c3a
July 1, 2010 BILD0247.JPG 1359f1d4967333a7552
September 24, 2012 Constructionizm 2012, answer to reviewers.doc 9651a99e8335734c56
September 24, 2012 Constructionizm 2012, answer to reviewers.doc 9651a99e8335734c56
January 21, 2013 D12_part_A_part.doc 9651a99e8335734c56
January 21, 2013 D12_part_A_part.doc 9651a99e8335734c56
July 1, 2010 DemoMap.png 024ad2d68cc366953a5
July 1, 2010 DemoMap.png 024ad2d68cc366953a5
July 1, 2010 DemoMap.png 024ad2d68cc366953a5
July 1, 2010 DemoMap.png 024ad2d68cc366953a5

Image 122

A dialog will appear, asking you to select the document you would like to upload. Select the document and confirm. The document will then be listed in the **Documents** table.

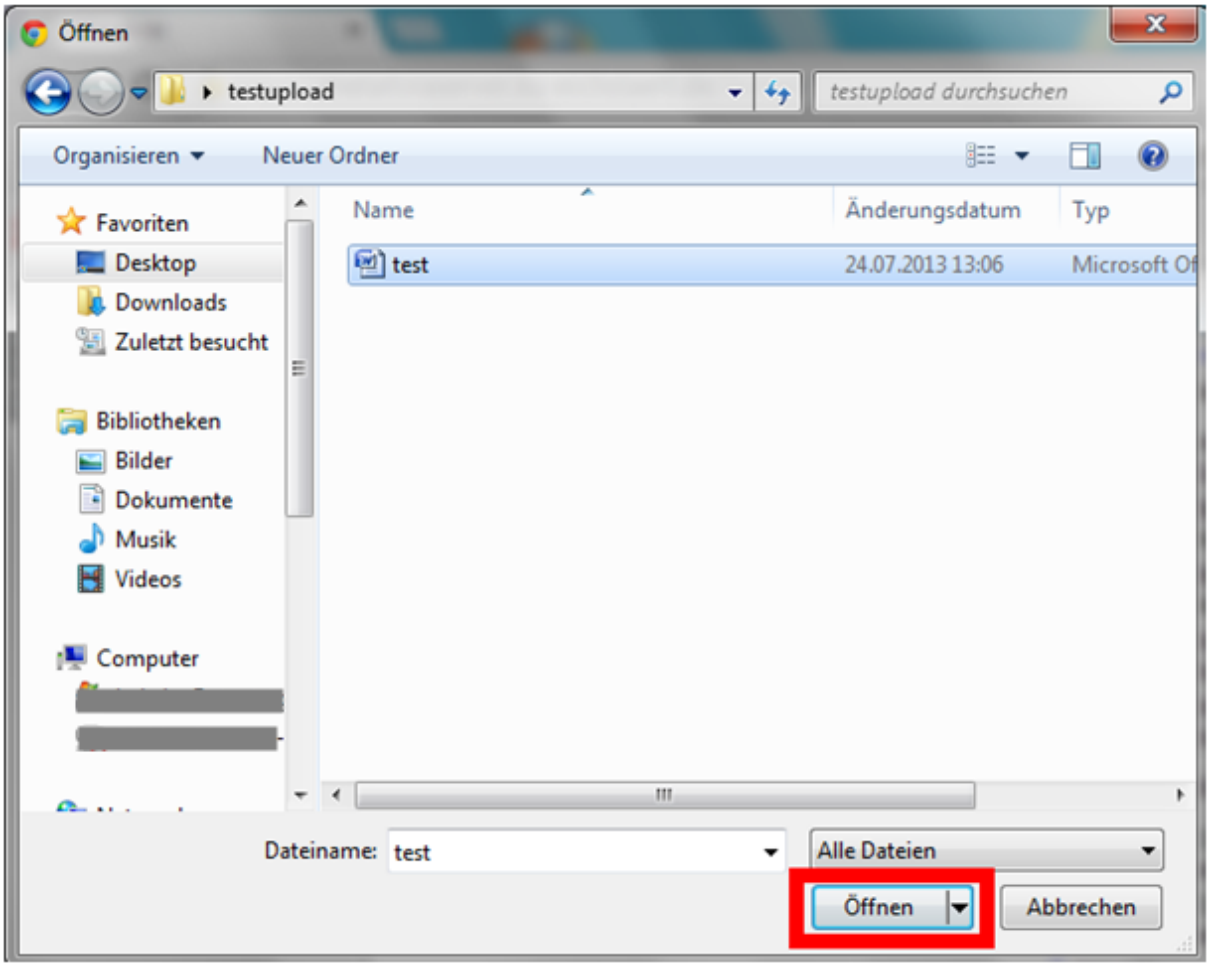

Öffnen
testupload
testupload durchsuchen
Organisieren
Neuer Ordner
Favoriten
Desktop
Downloads
Zuletzt besucht
Bibliotheken
Bilder
Dokumente
Musik
Videos
Computer
Name
Änderungsdatum
Typ
test
24.07.2013 13:06
Dateiname:
test
Alle Dateien
Öffnen
Abbrechen

Image 123

6.3. *Versions Management*

In the **Versions Management** of the Workbench all saved versions of Planning Tool plans are listed.

Versions Management
July 1, 2010 1test, version: 1
July 1, 2010 1test, version: 0
July 1, 2010 22-1221-1, version: 0
July 1, 2010 22-1221-1, version: 1
July 1, 2010 22-1221-1, version: 2
July 1, 2010 22-1221-1, version: 3
July 1, 2010 2test, version: 0
July 1, 2010 2test, version: 1
July 1, 2010 3d Math team_Team test, version: 0
July 1, 2010 3d Math team_WORKSHOP MAP, version: 0
July 1, 2010 3d Math team_WORKSHOP MAP1, version: 0
July 1, 2010 3d Math test map, version: 0
July 1, 2010 3dmath_12_03_2012, version: 0
July 1, 2010 3dmath_12_03_2012, version: 1
July 1, 2010 3dmath_12_03_2012, version: 2
July 1, 2010 3dmath_12_03_2012, version: 3
July 1, 2010 3dmath_12_03_2012, version: 4
July 1, 2010 3dmath_12_03_2012, version: 5
July 1, 2010 3dmath_12_03_2012, version: 6
July 1, 2010 3dmath_12_03_2012, version: 7
July 1, 2010 3dmath_12_03_2012_v3, version: 0
July 1, 2010 3dmath_30_10_2011, version: 0
July 1, 2010 3dmath_30-10-2011, version: 0
July 1, 2010 adva 1, version: 0
July 1, 2010 adva 1, version: 1
July 1, 2010 adva 1, version: 2
July 1, 2010 adva 4, version: 0
July 1, 2010 adva 4, version: 1

Image 124

To open a plan, please click on the id of the version. To create a version, please take a look at save version.

6.4. *Messaging Tool*

The Workbench also integrates a tool to send High Interruptive Feedback messages to your group.

Workbench
How to feed the wo
Planning Tool
Breaking News
12:19 , UTC+2 Alice started "PiKi" card testMap_node_20.
12:19 , UTC+2 Stuart needs help and says: How do we enact the discussion?
12:18 , UTC+2 Alice sent message: "We need to see how the new ideas are relevant and helpful to our current work" to Stuart
12:18 , UTC+2 Alice created referable object in Metafora chat: discuss Plan: testMap.
12:17 , UTC+2 Alice finished "discuss findings" card testMap_node_18.
12:17 , UTC+2 Alice finished "discuss" card testMap_node_19.
12:17 , UTC+2 Alice started "discuss" card testMap_node_19.
12:17 , UTC+2 Stuart started "discuss findings" card testMap_node_18.
Documents
Datei auswählen
Keine ausgewählt
Send
Messaging Tool
July 1, 2010 Abstract.doc
August 22, 2012 Atilva - Einstellungstest.pdf
August 22, 2012 Beerlab 4 - Arztbesuch.pdf
August 22, 2012 Beerlab 4 - Arztbesuch.pdf
July 1, 2010 bielaczyc_knowledge building community.pdf
July 1, 2010 bielaczyc_knowledge building community.pdf
July 1, 2010 BILD0247.JPG
September 24, 2012 Constructionizm 2012, answer to reviewers.doc
September 24, 2012 Constructionizm 2012, answer to reviewers.doc
January 21, 2013 D12_part_A_part.doc
January 21, 2013 D12_part_A_part.doc
July 1, 2010 DemoMap.png
July 1, 2010 DemoMap.png
July 1, 2010 DemoMap.png
July 1, 2010 DemoMap.png
Versions Management
July 1, 2010 1test, version: 1
July 1, 2010 1test, version: 0
July 1, 2010 22-1221-1, version: 0
July 1, 2010 22-1221-1, version: 1
July 1, 2010 22-1221-1, version: 2
July 1, 2010 22-1221-1, version: 3
July 1, 2010 2test, version: 0
July 1, 2010 2test, version: 1
July 1, 2010 3d Math team_Team test, version: 0
July 1, 2010 3d Math team_WORKSHOP MAP, version: 0
July 1, 2010 3d Math team_WORKSHOP MAP1, version: 0
July 1, 2010 3d Math test map, version: 0
July 1, 2010 3dmath_12_03_2012, version: 0
July 1, 2010 3dmath_12_03_2012, version: 1

Image 125

Clicking on the **Messaging Tool** button opens the tool.

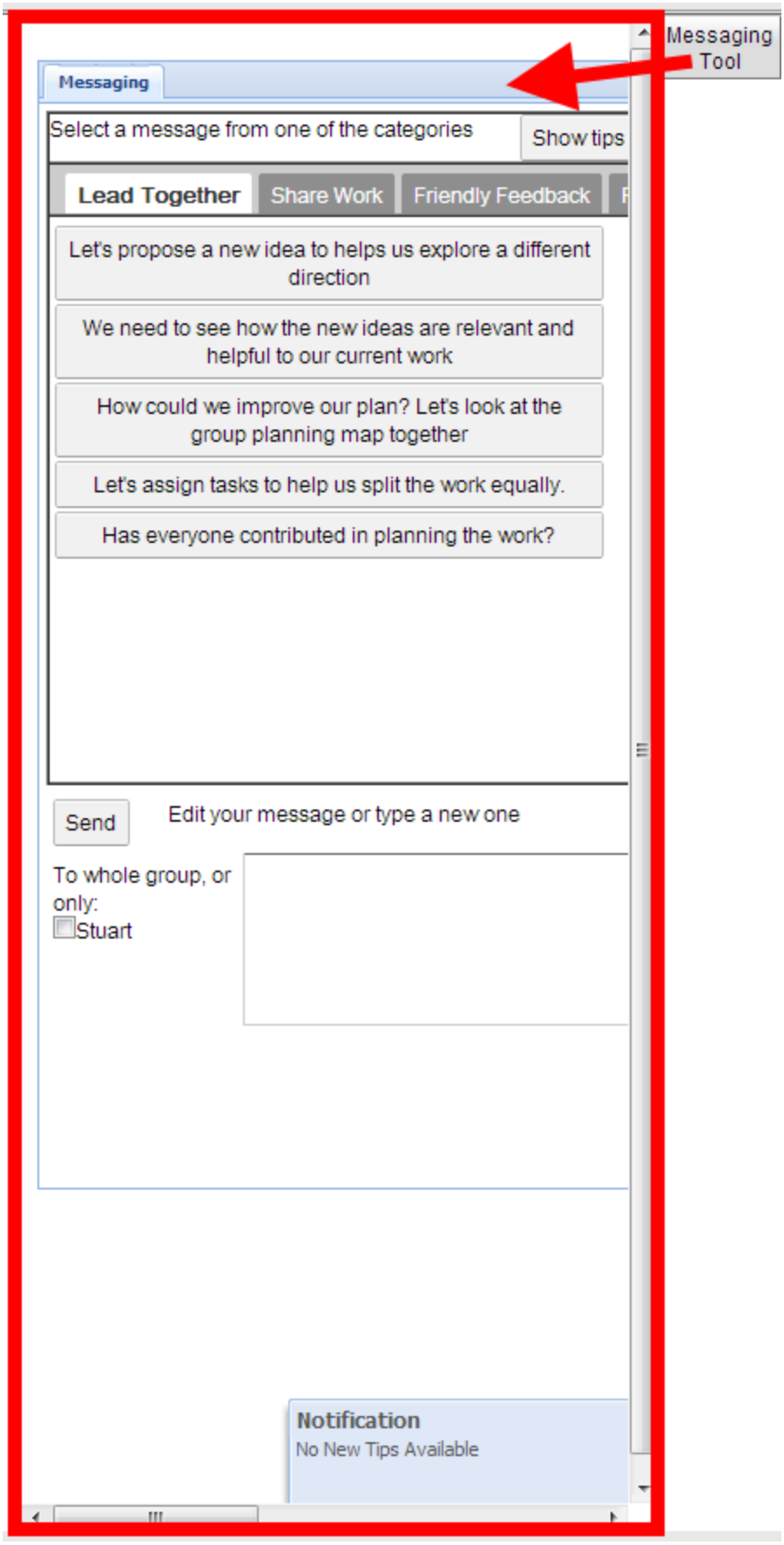

Messaging Tool
Messaging
Select a message from one of the categories
Show tips
Lead Together
Share Work
Friendly Feedback
Let's propose a new idea to helps us explore a different direction
We need to see how the new ideas are relevant and helpful to our current work
How could we improve our plan? Let's look at the group planning map together
Let's assign tasks to help us split the work equally.
Has everyone contributed in planning the work?
Send
Edit your message or type a new one
To whole group, or only:
Stuart
Notification
No New Tips Available

Image 126

In the Messaging Tool several text examples are shown to help you and your group working on your learning scenario.

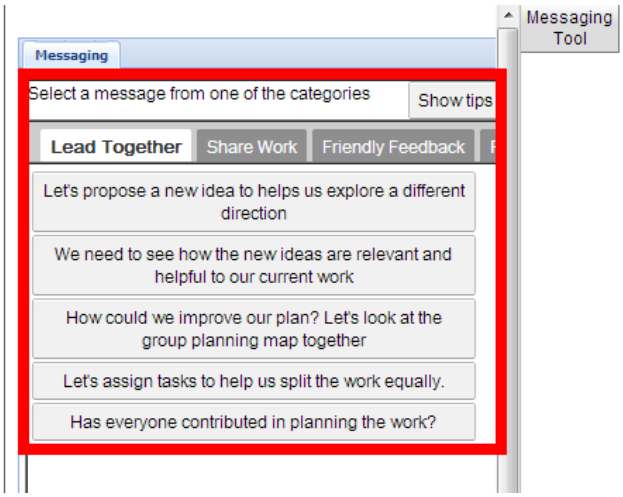

Messaging Tool
Messaging
Select a message from one of the categories
Show tips
Lead Together
Share Work
Friendly Feedback
Let's propose a new idea to helps us explore a different direction
We need to see how the new ideas are relevant and helpful to our current work
How could we improve our plan? Let's look at the group planning map together
Let's assign tasks to help us split the work equally.
Has everyone contributed in planning the work?

Image 127

If you found a fitting message you would like to take up, please click on it, it will then appear in the text area underneath, where you can work on the text, change it according to your needs or just write a new message.

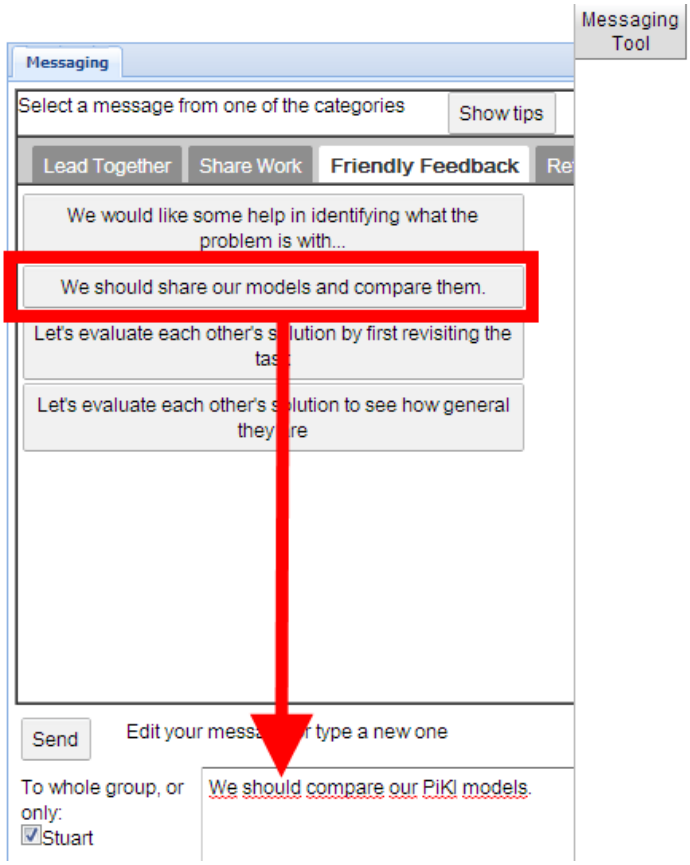

Messaging Tool
Messaging
Select a message from one of the categories
Show tips
Lead Together
Share Work
Friendly Feedback
We would like some help in identifying what the problem is with...
We should share our models and compare them.
Let's evaluate each other's solution by first revisiting the task
Let's evaluate each other's solution to see how general they are
Send
Edit your message or type a new one
To whole group, or only:
Stuart
We should compare our PiKl models.

Image 128

Afterwards you can select the members you would like to send the message to and click on the button **Send**.

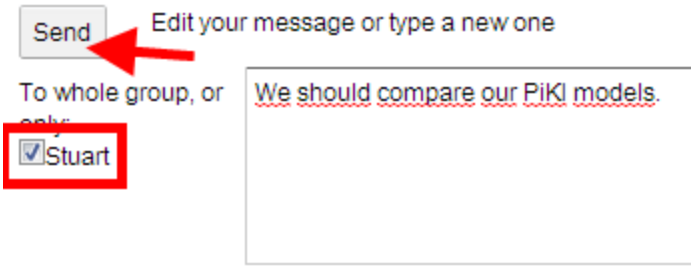


Image 129

The message will appear as a High Interruptive Feedback popup and will also be listed in the Notification area. For further information, please take a look at High Interruptive Feedback.

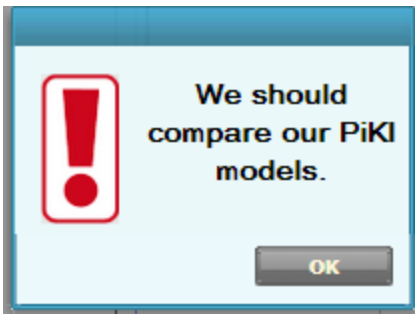


Image 130

7. CAVilLag

CAVilLag is the challenge authoring tool for the visual language in Metafora. With CAVilLag you can create a new challenge and design the visual language according to the needs of the challenge. The design will be loaded when logging in to the Metafora platform and selecting the challenge.

7.1. *URL*

English:

https://metaforaserver.ku.de/cavillag

Browser: CAVilLag is only supported with Google **Chrome** (updated version).
Stable internet connection is required.

7.2. *Challenges*

When calling the URL to CAVilLag in the Chrome browser, the tool opens.

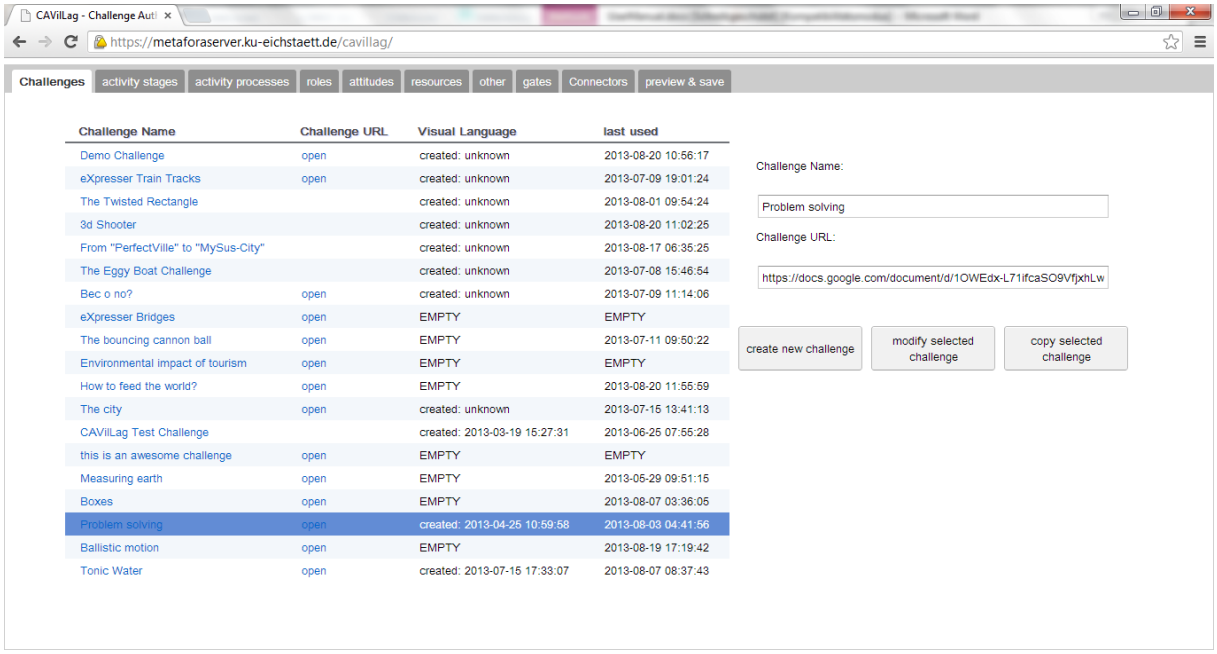

CAVilLag - Challenge Aut
https://metaforaserver.ku-eichstaett.de/cavillag/
Challenges
activity stages
activity processes
roles
attitudes
resources
other
gates
Connectors
preview & save
Challenge Name
Challenge URL
Visual Language
last used
Demo Challenge open created: unknown 2013-08-20 10:56:17
eXpresser Train Tracks open created: unknown 2013-07-09 19:01:24
The Twisted Rectangle created: unknown 2013-08-01 09:54:24
3d Shooter created: unknown 2013-08-20 11:02:25
From "PerfectVille" to "MySus-City" created: unknown 2013-08-17 06:35:25
The Eggy Boat Challenge created: unknown 2013-07-08 15:46:54
Bec o no? open created: unknown 2013-07-09 11:14:06
eXpresser Bridges open EMPTY EMPTY
The bouncing cannon ball open EMPTY 2013-07-11 09:50:22
Environmental impact of tourism open EMPTY EMPTY
How to feed the world? open EMPTY 2013-08-20 11:55:59
The city open created: unknown 2013-07-15 13:41:13
CAVilLag Test Challenge created: 2013-03-19 15:27:31 2013-06-25 07:55:28
this is an awesome challenge open EMPTY EMPTY
Measuring earth open EMPTY 2013-05-29 09:51:15
Boxes open EMPTY 2013-08-07 03:36:05
Problem solving open created: 2013-04-25 10:59:58 2013-08-03 04:41:56
Ballistic motion open EMPTY 2013-08-19 17:19:42
Tonic Water open created: 2013-07-15 17:33:07 2013-08-07 08:37:43
Challenge Name:
Problem solving
Challenge URL:
https://docs.google.com/document/d/1OWEdx-L71ifcaSO9VfjxhLw
create new challenge
modify selected challenge
copy selected challenge

Image 131

CAVilLag holds several tabs. The first tab is the **Challenges** tab.

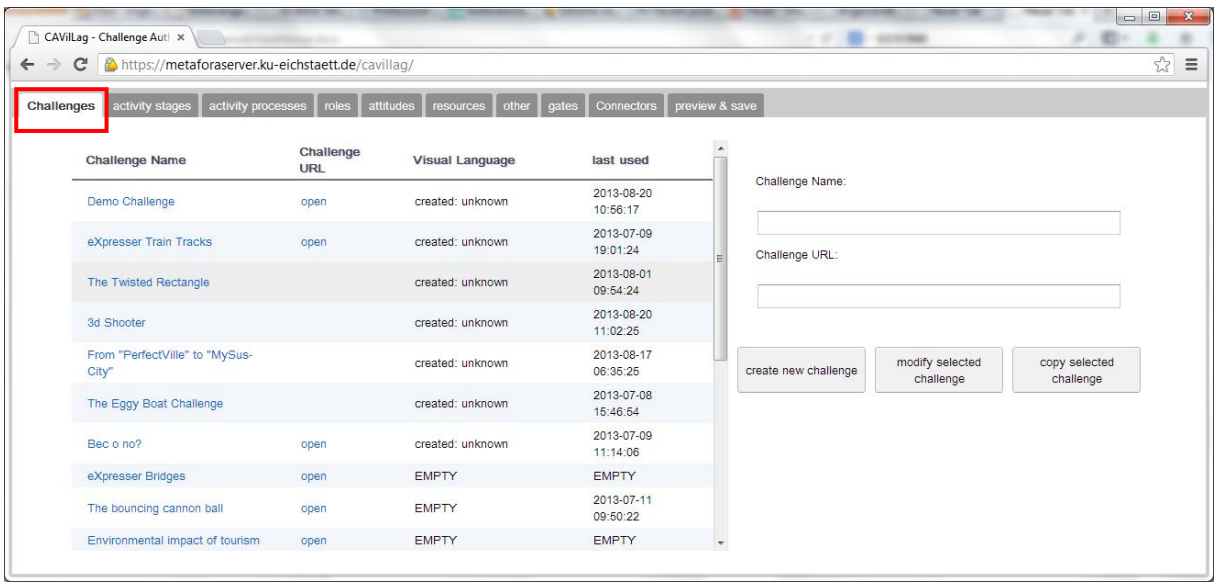


Image 132

In the **Challenges** tab there is a table, which lists all existing challenges of the Metafora system with the name of the challenge, the URL to the challenge description, when the design for the visual language was created and the last use of the challenge.

Challenge Name	Challenge URL	Visual Language	last used
Demo Challenge	open	created: unknown	2013-07-24 11:01:02
eXpresser Train Tracks	open	created: unknown	2013-07-09 19:01:24
The Twisted Rectangle	open	created: unknown	2013-07-22 14:09:08

Image 133

On the right side of the frame you can create a new challenge, modify the selected challenge's name and/or URL, and copy the selected challenge in order to adapt the visual language for your needs. For further information, please take a look at create new challenge.

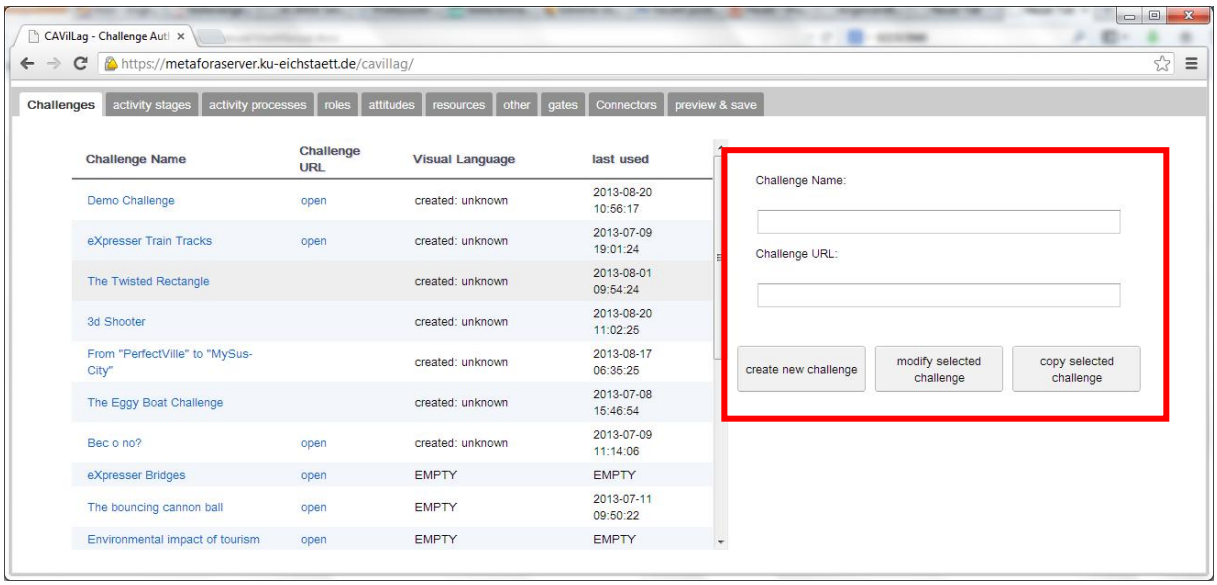


Image 134

The tabs **activity stages**, **activity processes**, **roles**, **attitudes**, **resources**, **other**, **gates** and **Connectors** embed the visual language of Metafora. In those tabs you can select the elements of the visual language you would like to be included in your

challenge and thus design your challenge. For further information please take a look at design challenge. In the last tab **preview & save**, you will get a preview of the visual language elements you have selected and can save your design persistently. For further information, please take a look at preview and save challenge.

7.2.1. Show challenge design

When clicking on a **Challenge Name** in the **Challenges** table, the design for the challenge will be loaded in the Planning Tool and you can take a look at the design.

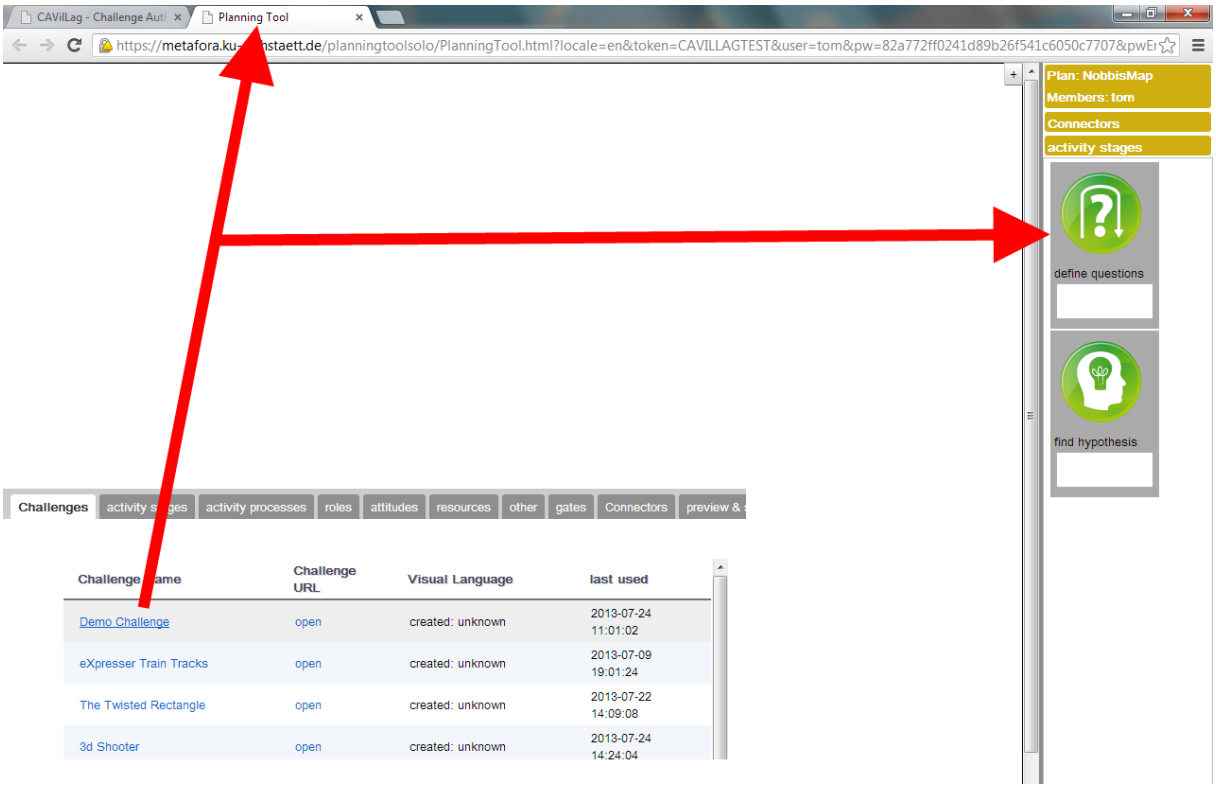
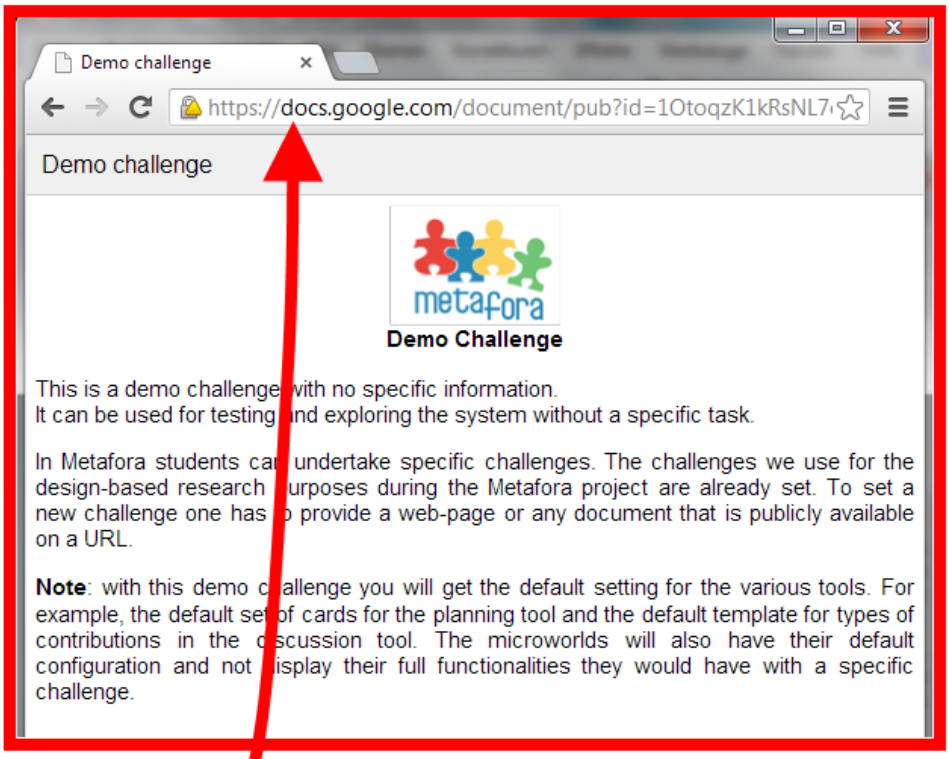


Image 135

7.2.2. Show challenge description

If a challenge includes a URL to the description of the challenge, then you can open the description by clicking on the entry of **Challenge URL** in the table of the **Challenges** tab. The description will open.


Demo challenge
https://docs.google.com/document/pub?id=1OtoqzK1kRsNL7
Demo challenge
metafora
Demo Challenge
This is a demo challenge with no specific information.
It can be used for testing and exploring the system without a specific task.
In Metafora students can undertake specific challenges. The challenges we use for the design-based research purposes during the Metafora project are already set. To set a new challenge one has to provide a web-page or any document that is publicly available on a URL.
Note: with this demo challenge you will get the default setting for the various tools. For example, the default set of cards for the planning tool and the default template for types of contributions in the discussion tool. The microworlds will also have their default configuration and not display their full functionalities they would have with a specific challenge.

Challenge Name	Challenge URL	Visual Language	last used
Demo Challenge	open	created: unknown	2013-07-24 11:01:02
eXpresser Train Tracks	open	created: unknown	2013-07-09 19:01:24
The Twisted Rectangle	open	created: unknown	2013-07-22

Image 136

7.3. *Create new challenge*

To create a new challenge, please go the right side of to the **Challenges** tab in the CAVilLag.

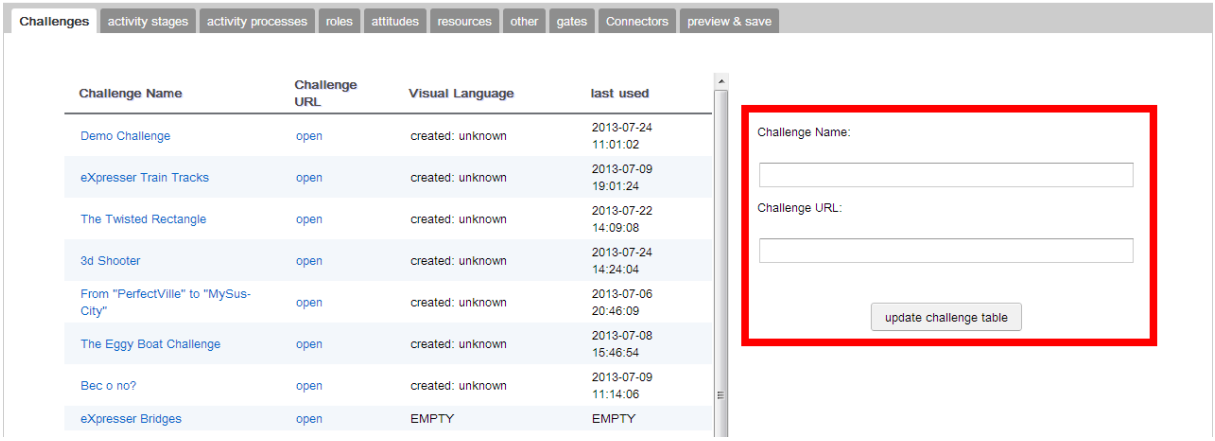


Image 137

Here you can create a new challenge by entering the name of the challenge and the challenge URL. The challenge URL links to the description of the challenge, which entails what you have to do in this challenge. In general the description is a published Google Docs document. An example can be seen here:

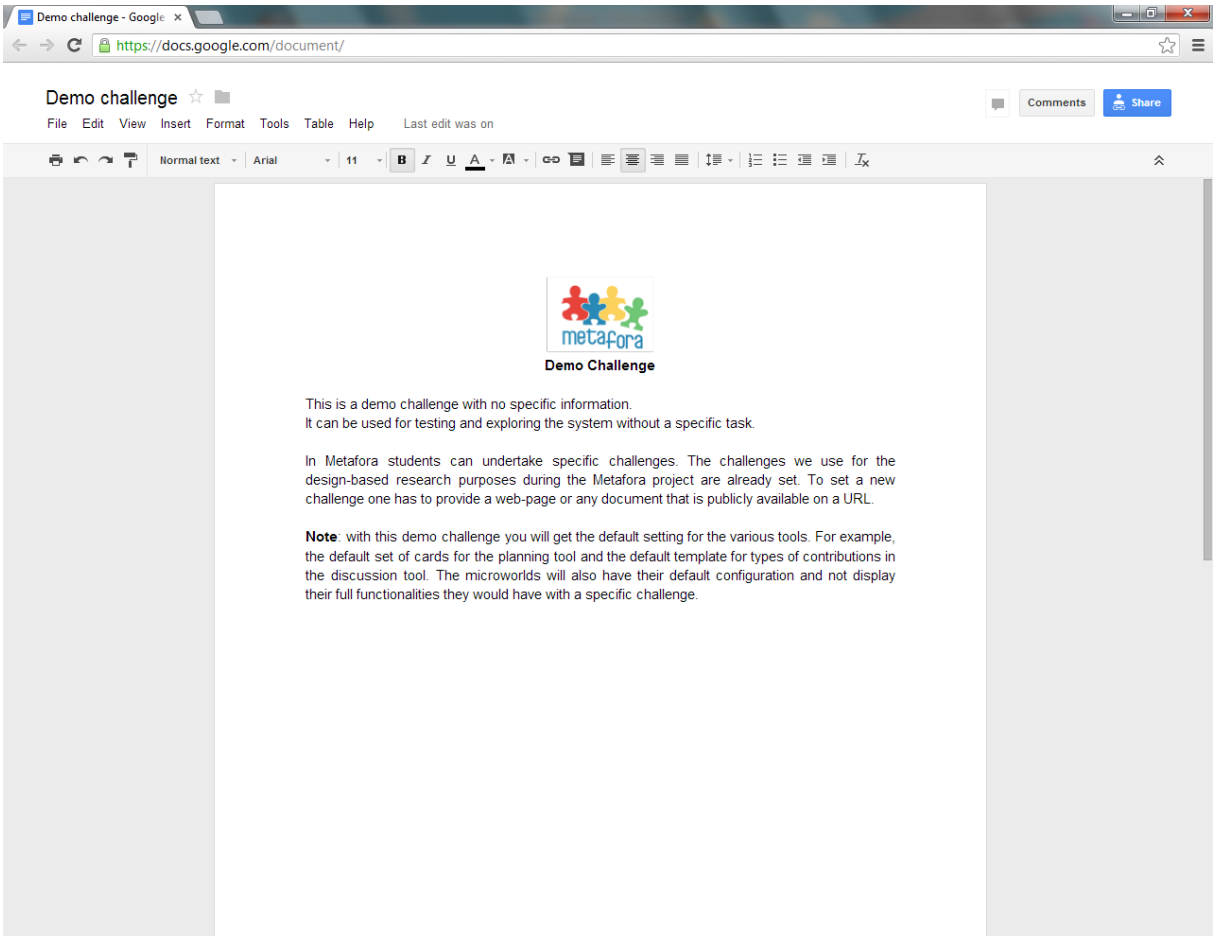

Demo challenge - Google
https://docs.google.com/document/
Demo challenge
File Edit View Insert Format Tools Table Help Last edit was on
Comments
Share
Normal text
Arial
11
metafora
Demo Challenge
This is a demo challenge with no specific information.
It can be used for testing and exploring the system without a specific task.
In Metafora students can undertake specific challenges. The challenges we use for the design-based research purposes during the Metafora project are already set. To set a new challenge one has to provide a web-page or any document that is publicly available on a URL.
Note: with this demo challenge you will get the default setting for the various tools. For example, the default set of cards for the planning tool and the default template for types of contributions in the discussion tool. The microworlds will also have their default configuration and not display their full functionalities they would have with a specific challenge.

Image 138

Thus to create a new challenge please enter the name of the challenge, the URL to the description (published Google Docs document) and click on **create new challenge**.

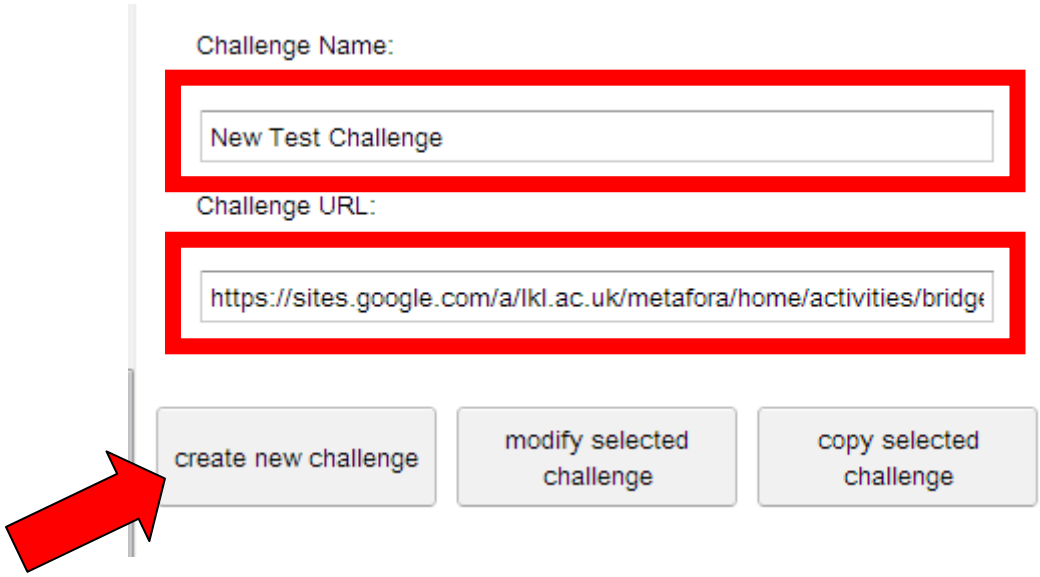


Image 139

If the creation was successful you will get a notification prompt.

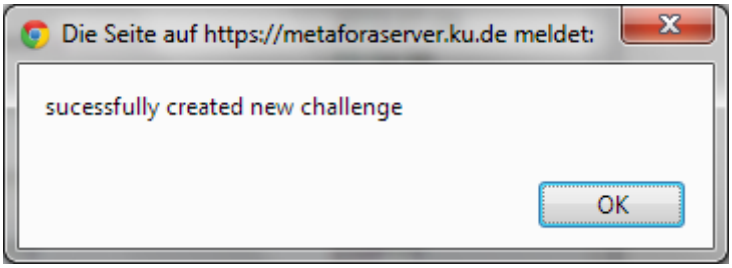


Image 140

Afterwards the new challenge will be added to the bottom of the challenges table.

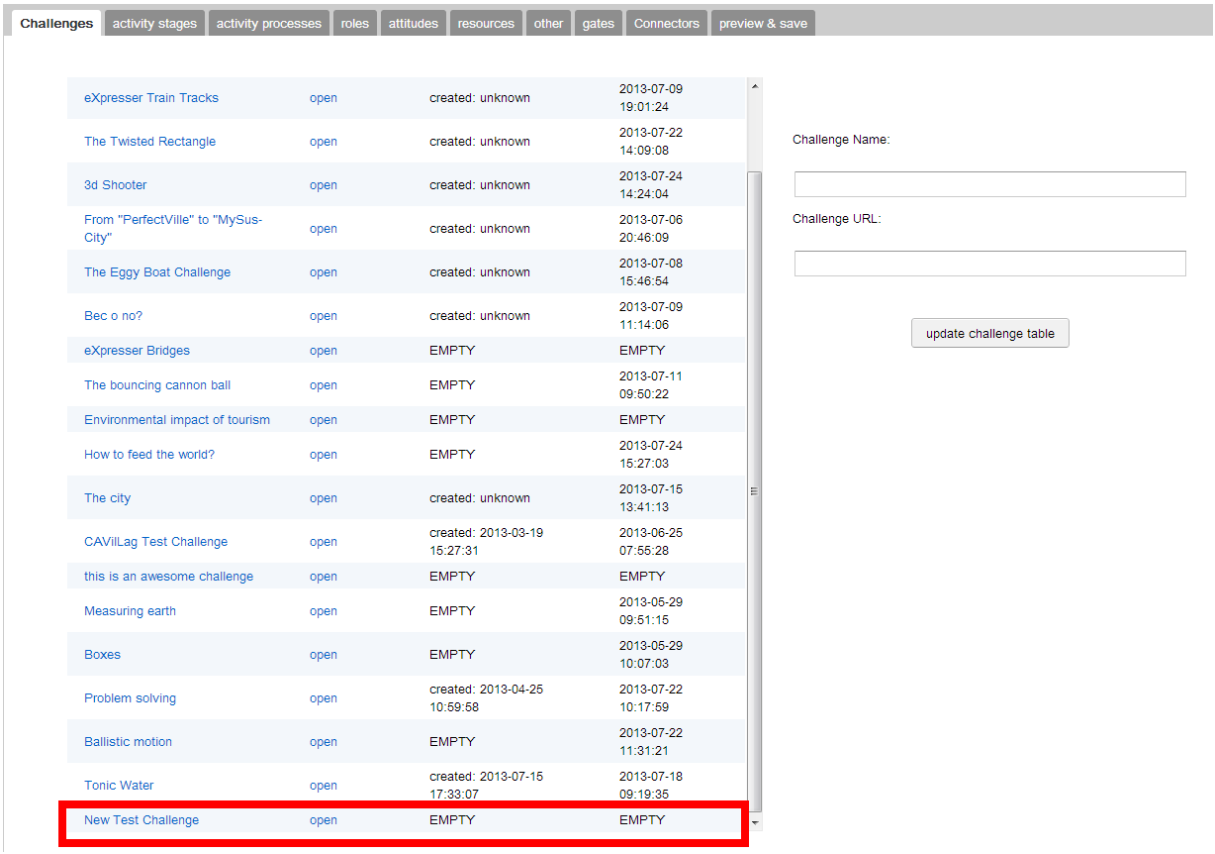

Challenges
activity stages
activity processes
roles
attitudes
resources
other
gates
Connectors
preview & save
eXpresser Train Tracks open created: unknown 2013-07-09 19:01:24
The Twisted Rectangle open created: unknown 2013-07-22 14:09:08
3d Shooter open created: unknown 2013-07-24 14:24:04
From "PerfectVille" to "MySus-City" open created: unknown 2013-07-06 20:46:09
The Eggy Boat Challenge open created: unknown 2013-07-08 15:46:54
Bec o no? open created: unknown 2013-07-09 11:14:06
eXpresser Bridges open EMPTY EMPTY
The bouncing cannon ball open EMPTY 2013-07-11 09:50:22
Environmental impact of tourism open EMPTY EMPTY
How to feed the world? open EMPTY 2013-07-24 15:27:03
The city open created: unknown 2013-07-15 13:41:13
CAVilLag Test Challenge open created: 2013-03-19 15:27:31 2013-06-25 07:55:28
this is an awesome challenge open EMPTY EMPTY
Measuring earth open EMPTY 2013-05-29 09:51:15
Boxes open EMPTY 2013-05-29 10:07:03
Problem solving open created: 2013-04-25 10:59:58 2013-07-22 10:17:59
Ballistic motion open EMPTY 2013-07-22 11:31:21
Tonic Water open created: 2013-07-15 17:33:07 2013-07-18 09:19:35
New Test Challenge open EMPTY EMPTY
Challenge Name:
Challenge URL:
update challenge table

Image 141

If you would like to change the name or the challenge description URL of your challenge, please take a look at change challenge name or URL.

7.4. *Change challenge name or URL*

In CAVilLag you can change the name of your challenge or the URL to the challenge description. Thus, please click on the challenge you would like to change in the table of the **Challenges** tab. The challenge name and URL will be shown on the right side of the screen.

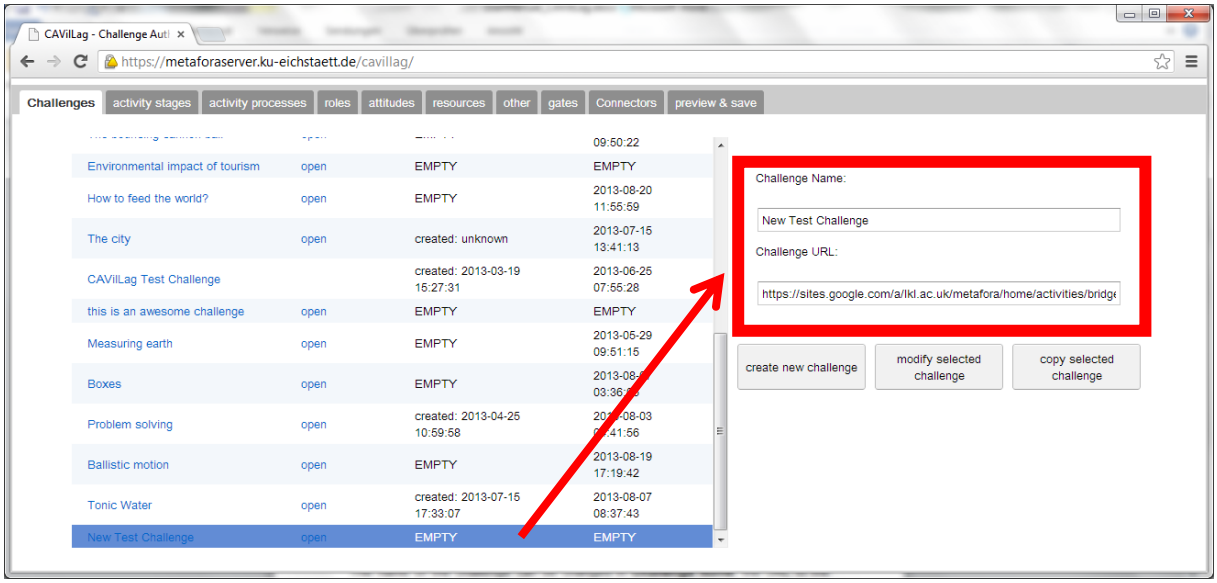


Image 142

The name of the challenge can be changed in **Challenge Name**; the URL to the description of the challenge can be changed in **Challenge URL**. When the changes are done, please click on the **modify selected challenge** button to save the changes.

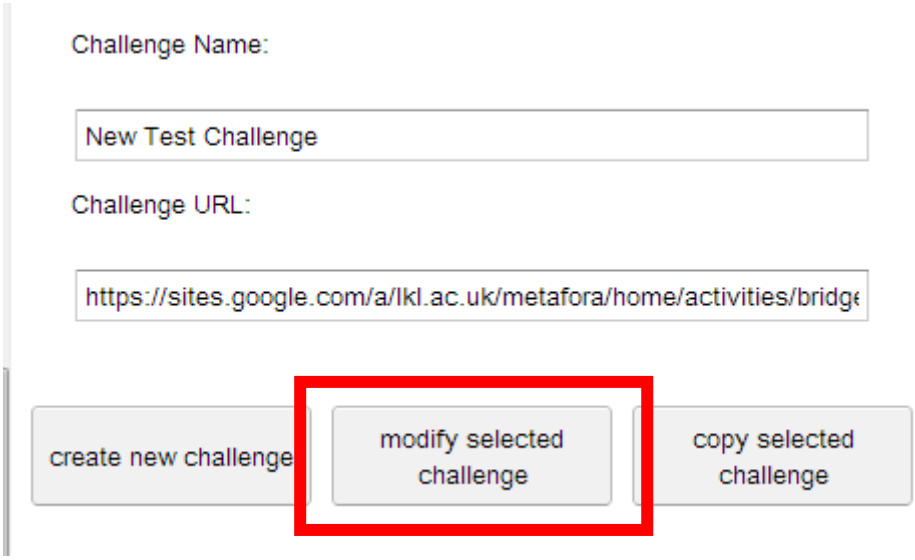
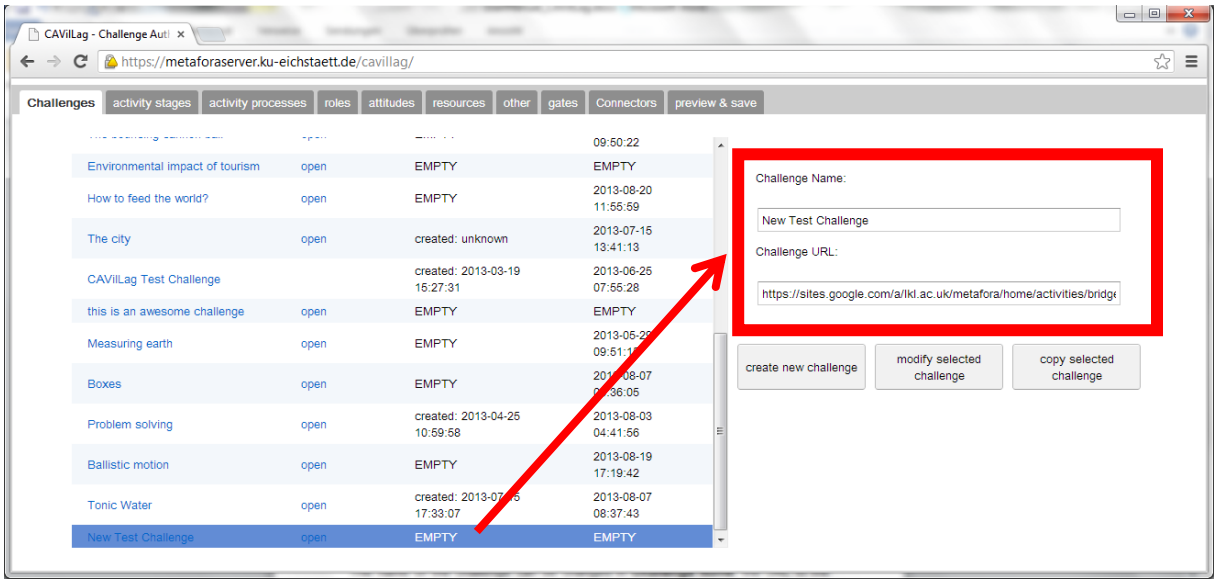


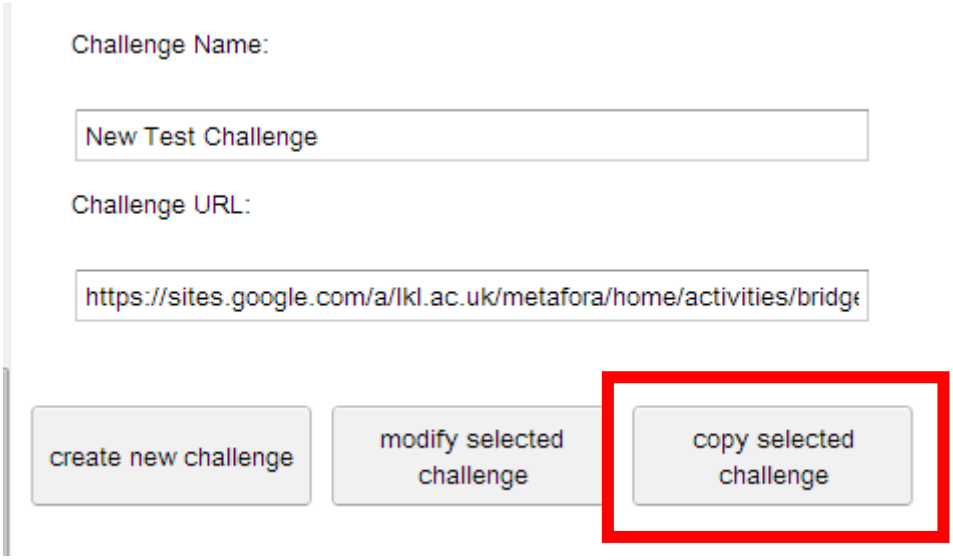
Image 143

You will get a notification, that the changes were successful. Afterwards the changes will be saved and shown in the table of the **Challenges** tab.

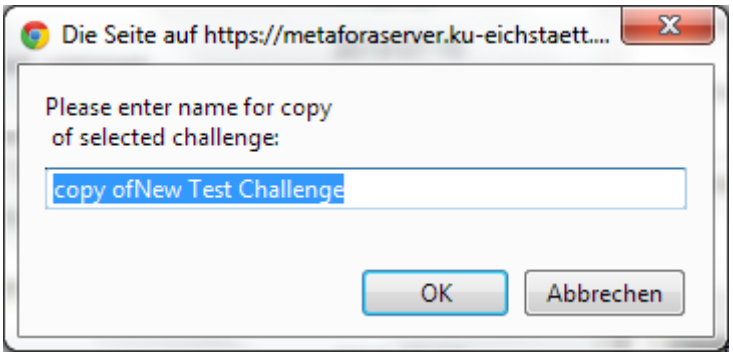
7.5. *Copy Challenge*

If you want to reuse an already existing challenge and visual language without modifying the original challenge you can copy challenge and save it under a new name. To copy a challenge you need to select it first and then press the **copy selected challenge** button.





After pressing the button a dialog will appear and ask for the name of the copy.



After you have selected the name you can press OK and the copy of the selected challenge including all selections made for the visual language is copied. You can modify the selected cards and then save the visual language.

7.6. *Design challenge*

To design a challenge, please select the challenge in the **Challenges** table by clicking on it. The challenge will be loaded.

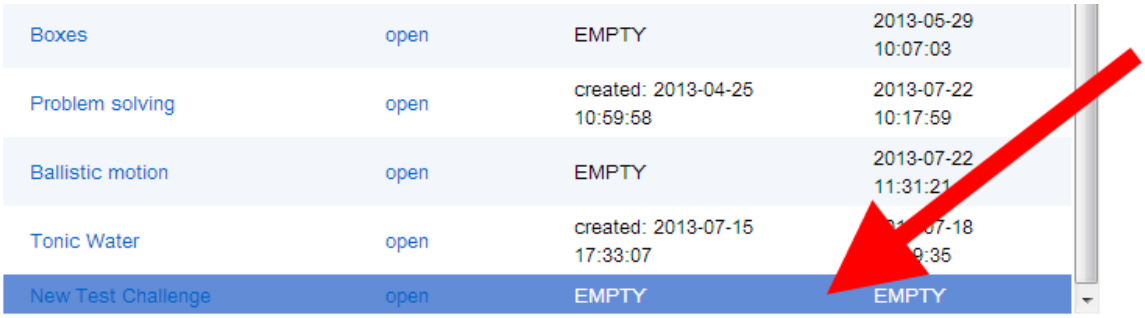


Image 144

Afterwards you can select all the elements of the visual language you would like to integrate in your challenge. The visual language includes learning activities which are categorized in **activity stages**, **activity processes**, **roles**, **attitudes**, **resources**, **other** and **gates**. Every category holds its own tab in the CAVilLAG, as well as the **Connectors** tab to connect the activities.

Image 145

You can design your challenge by going through the whole visual language, thus working down every tab one after the other. Please start with the tab **activity stages** by clicking on the tab.

Image 146

In the following sections the design of a challenge will be presented on the case of **activity stages**, which holds the same mechanism as for all the remaining categories.

This is the **activity stages** tab:

Image 147

On the left side you can see all available elements of the category **activity stages** of the visual language.

Challenges
activity stages
activity processes
available
discuss findings
reflect on process
reach agreement
draw conclusion
find hypothesis
build model
refine model

Image 148

7.6.1. Add and remove elements

CAVilLag implements a drag and drop mechanism. You can add new elements to your design by dragging and dropping the icon:

1. Click on the icon of the element you would like to add
2. Hold the click
3. Move the icon to the selected area of the tab (right side)
4. Release the click

During the drag mechanism, while still holding the click, the icon appears in transparent shape. Once having released the click, the icon it will appear in its full color.

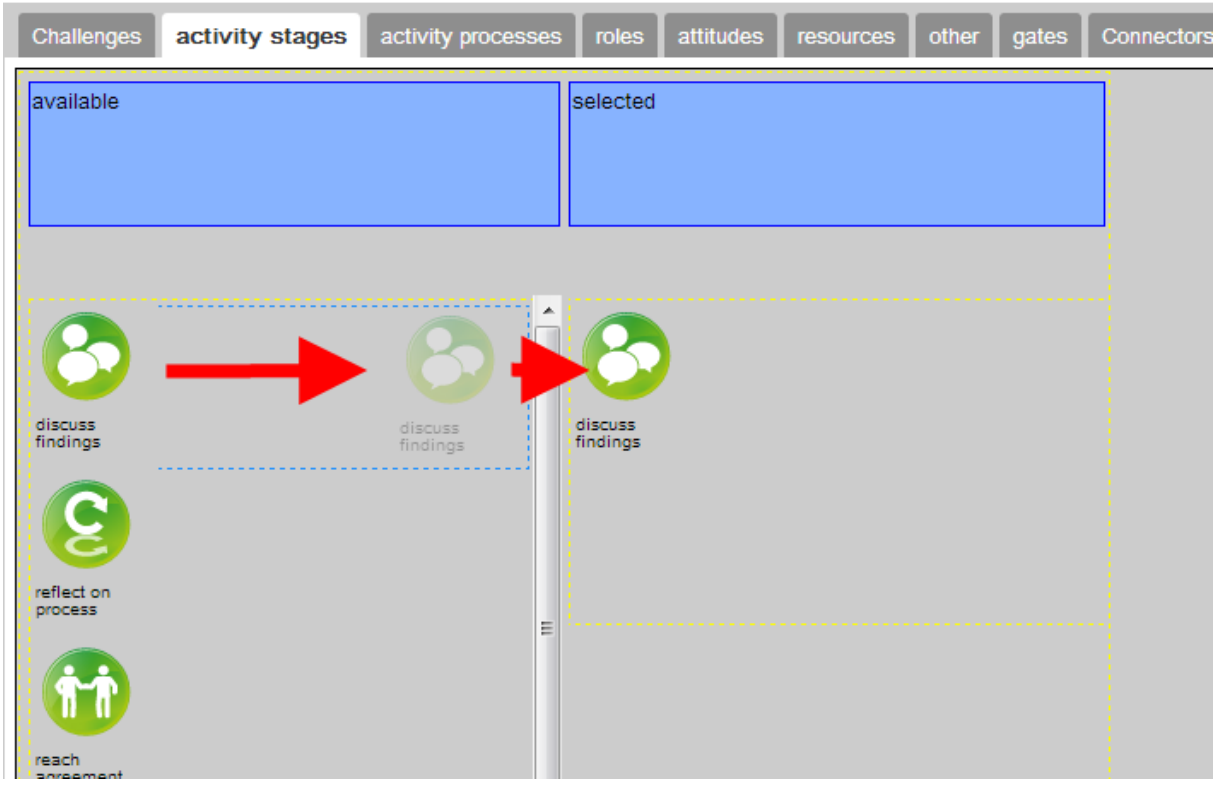


Image 149

To remove an element from the selected area, please:

1. click on the icon of the element you would like to remove
2. hold the click
3. move the icon to the available elements area of the tab (left side)
4. release the click

During the drag mechanism, while still holding the click, the icon appears in transparent shape. Once having released the click, the icon it will appear in its full color.

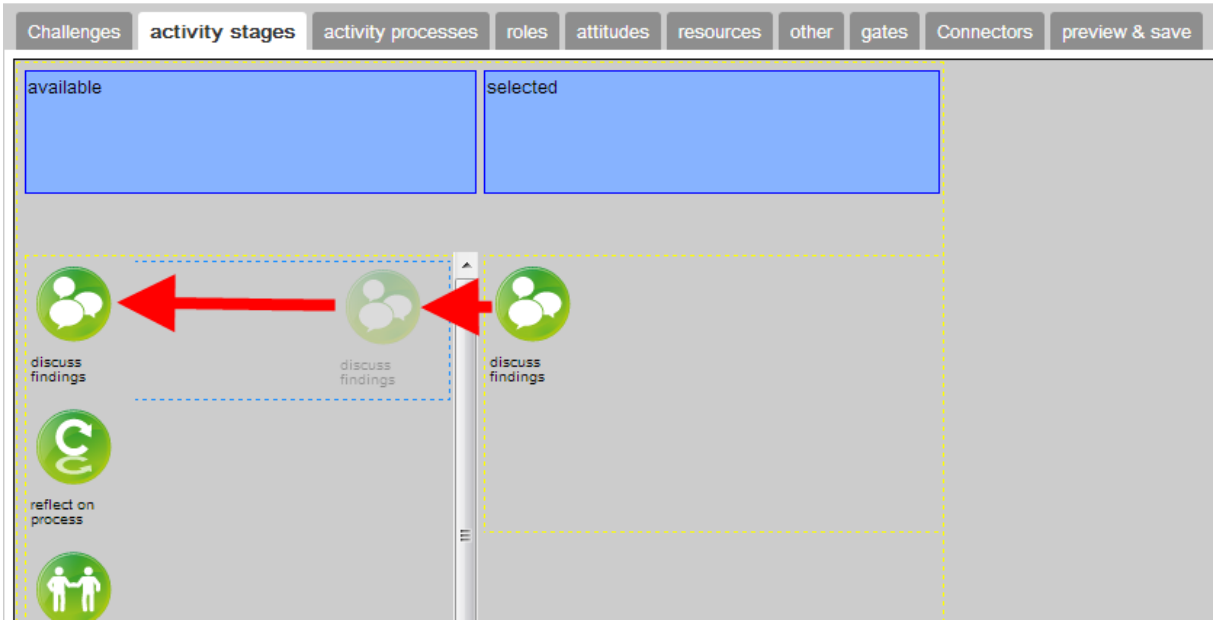


Image 150

With this mechanism you can select all the elements you would like to include in your challenge.

7.6.2. Order elements

You can order the elements according to your needs. The order will be loaded when logging in to the Metafora system and selecting the challenge.

As you can see in this picture the selected elements of the category **activity stages** is first **define questions** and second **find hypothesis**. This is the order which was designed in the CAVilLag and will be loaded in the Planning Tool when logging in to the Metafora system with the challenge.

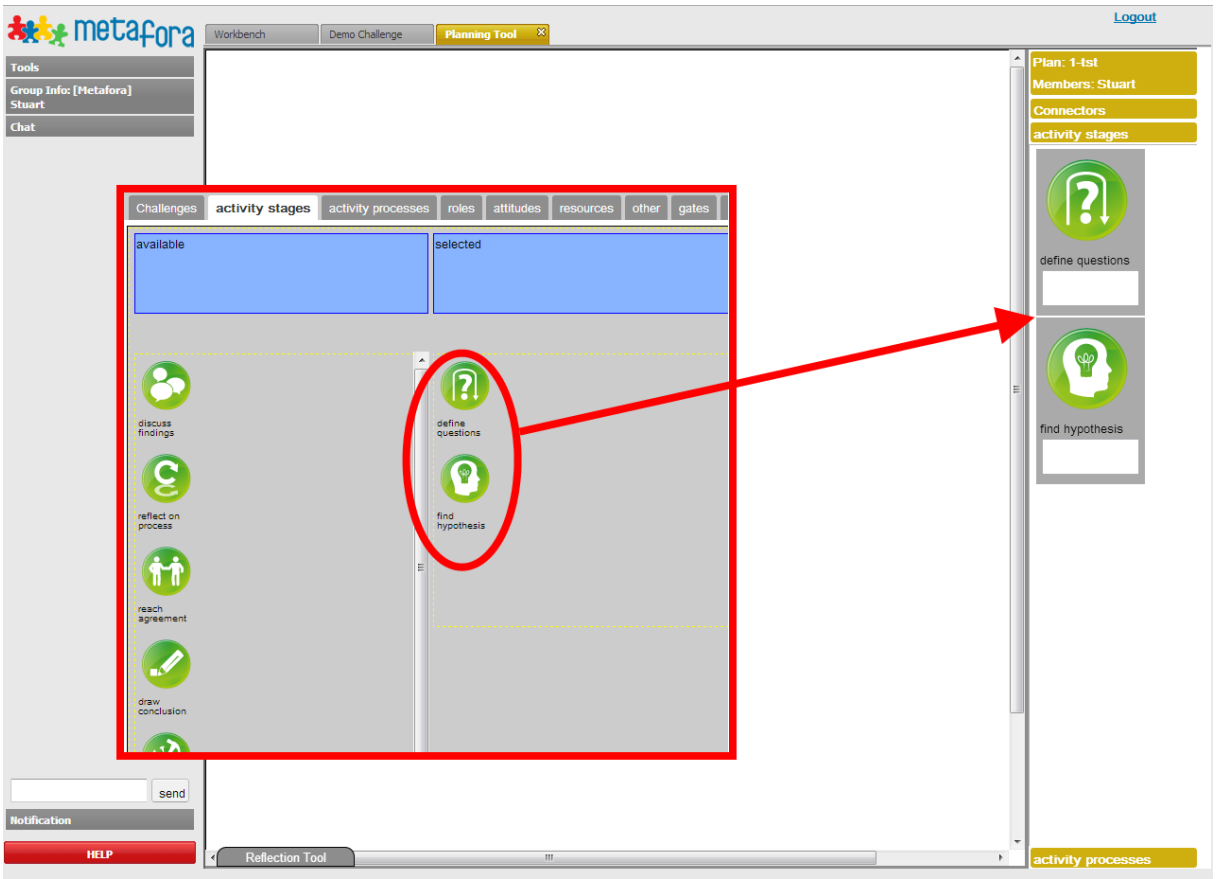


Image 151

To rearrange this order of the elements in your challenge, please:

1. click on the icon of the element you would like to rearrange
2. hold the click
3. move the icon to the appropriate space (on the right side)
4. release the click

During the drag mechanism, while still holding the click, the icon appears in transparent shape. Once having released the click, the icon it will appear in its full color.

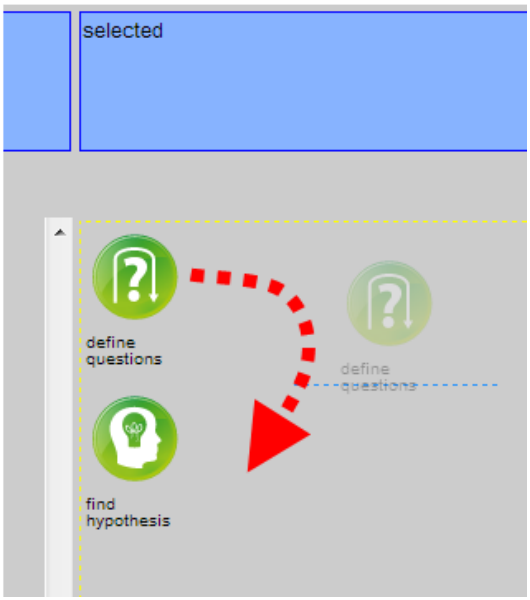


Image 152

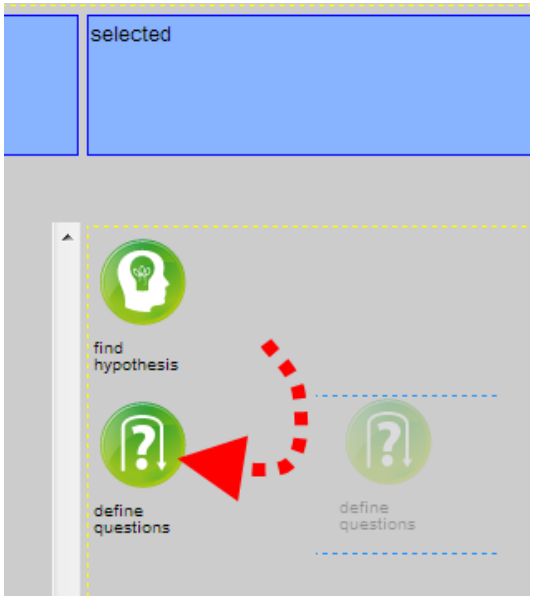


Image 153

The order of the two elements got changed, and the new order (in CAVilLag) is first **find hypothesis** and second **define questions**. This order will be loaded in the Planning Tool.

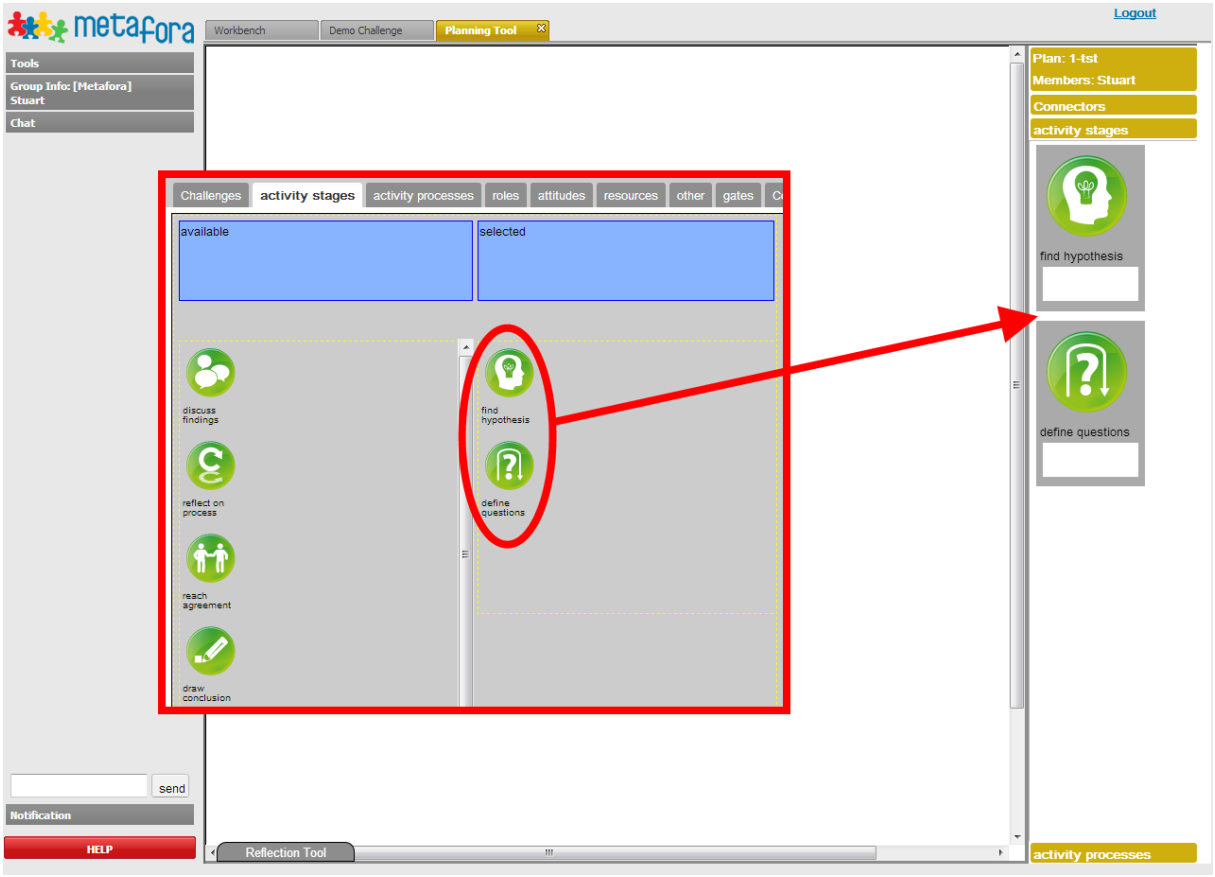


Image 154

Ordering the elements is also valid for the tabs **activity stages**, **activity processes**, **roles**, **attitudes**, **resources**, **other** and **gates**.

7.7. *Preview and save challenge*

To finalize your challenge design you need to click on the **preview & save** tab.

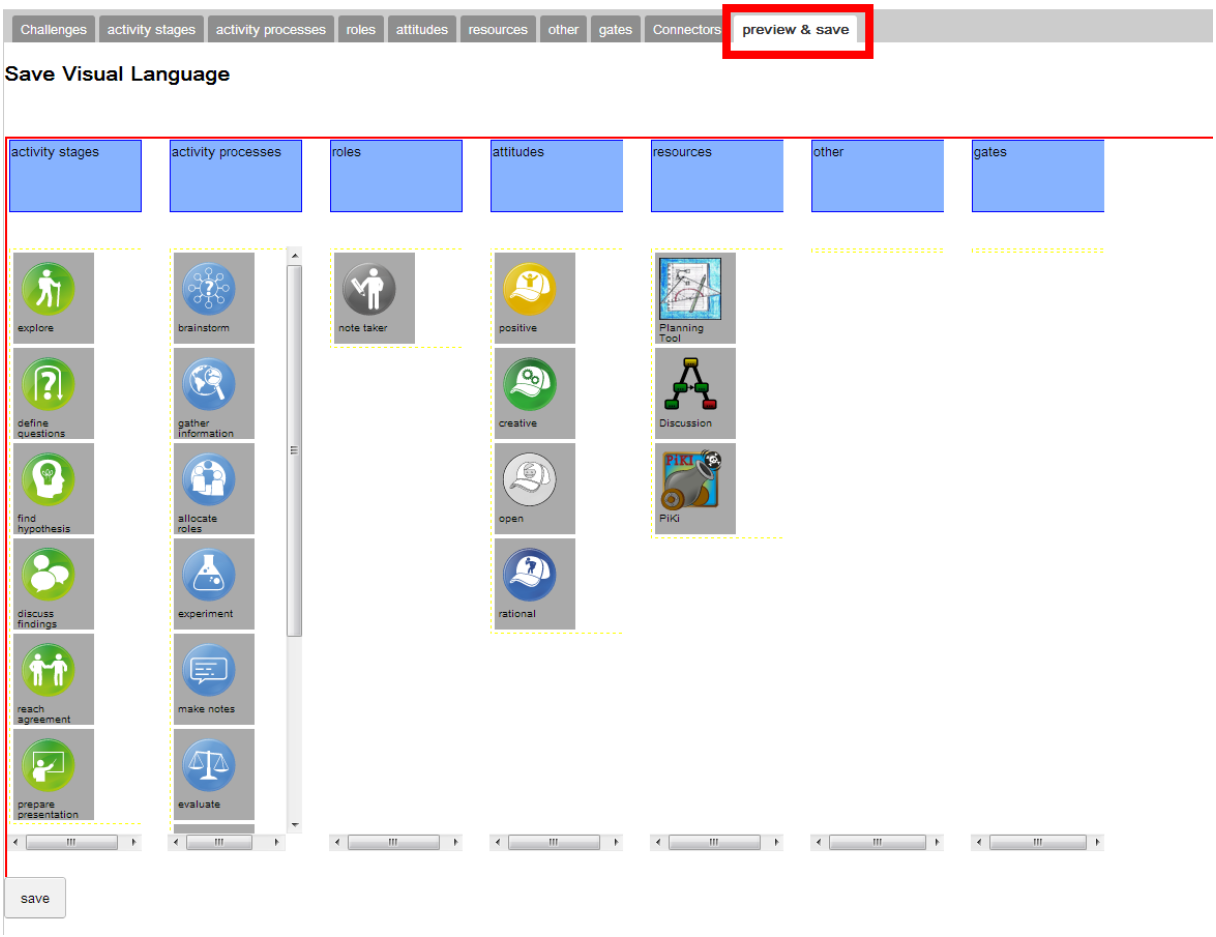


Image 155

7.7.1. Preview

In the center of the **preview & save** tab you can see all the elements you have selected as an overview and preview of what you have designed.

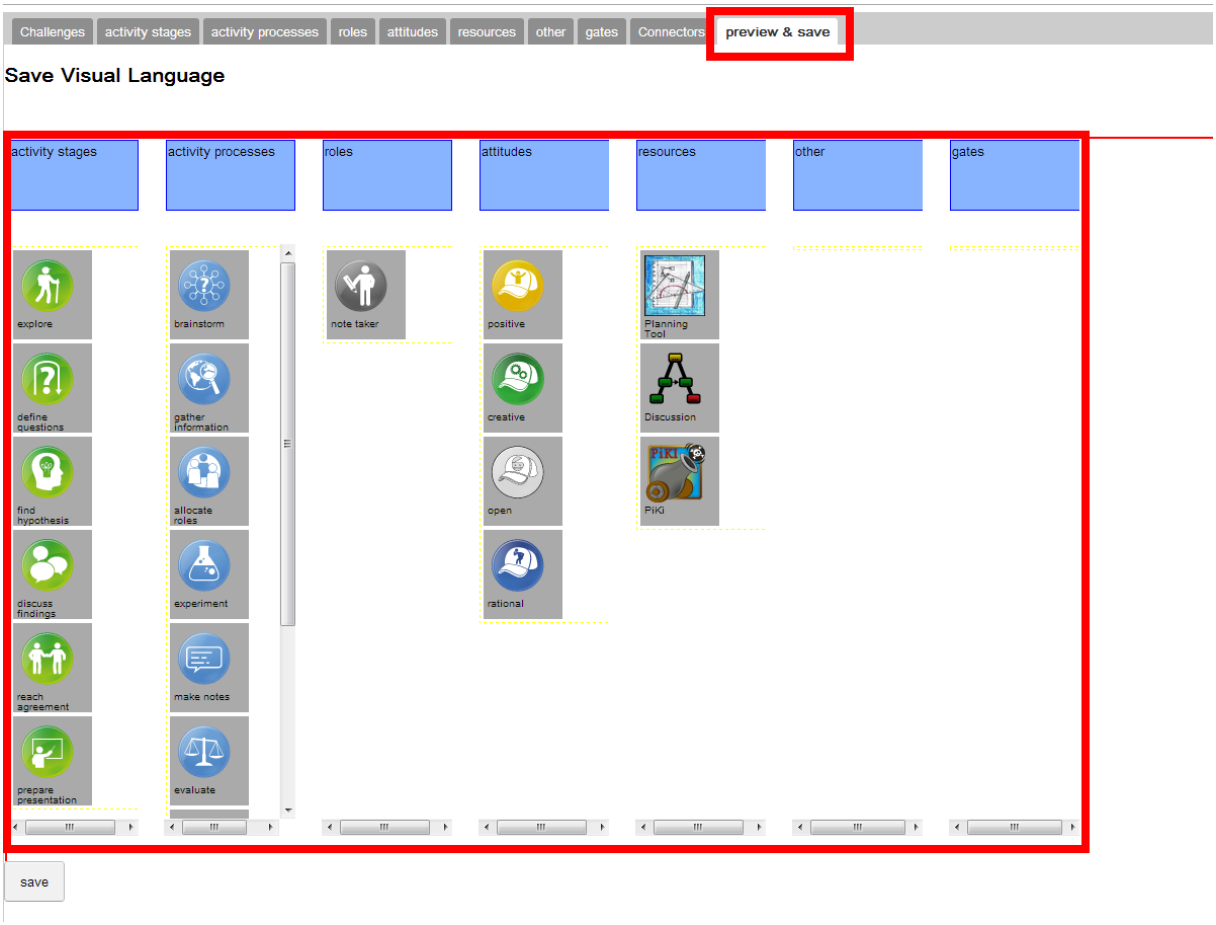


Image 156

If you would like to change the elements or rearrange their order, please go back to the associated tab. You can also take a look at design a challenge, add and remove elements and order elements.

7.7.2. Save challenge

If you are pleased with the arrangement of the elements of the visual language, you can save the design to your challenge. Please click on the **save** button on the bottom of the **preview & save** tab of the CAVilLag to persistently save your challenge.

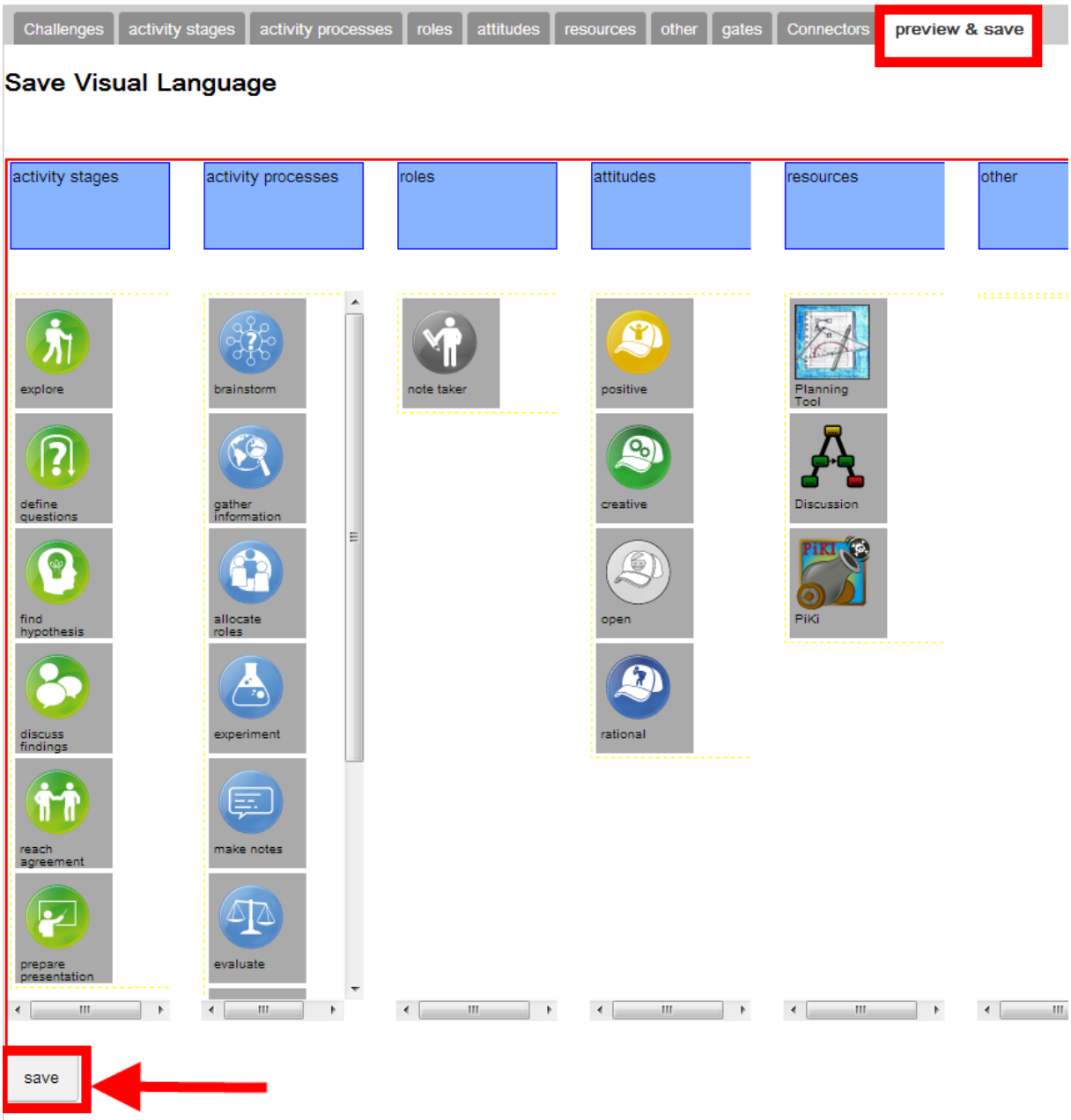


Image 157

You will get a notifying prompt if saving the challenge design was successful.

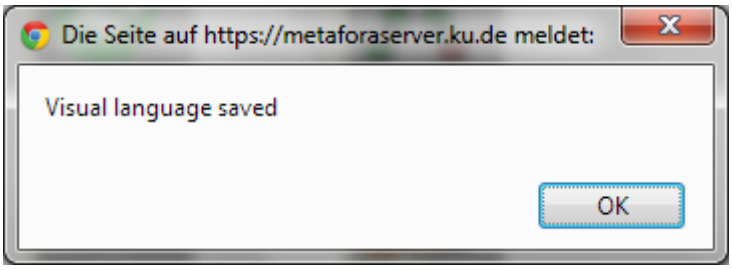


Image 158

Afterwards you can login to the Metafora platform and select your challenge. The challenge design will be loaded in the Planning Tool. For further information, please take a look at use challenge design.

In case you are about to save changes to an existing challenge, which was already in use, a protection mechanism will make you aware about possible damages caused through your update, for example removing required cards for a challenge. You will get an attention prompt, making you aware about the irreversible damage you might cause. Please only save the changes if you are sure about the consequences.

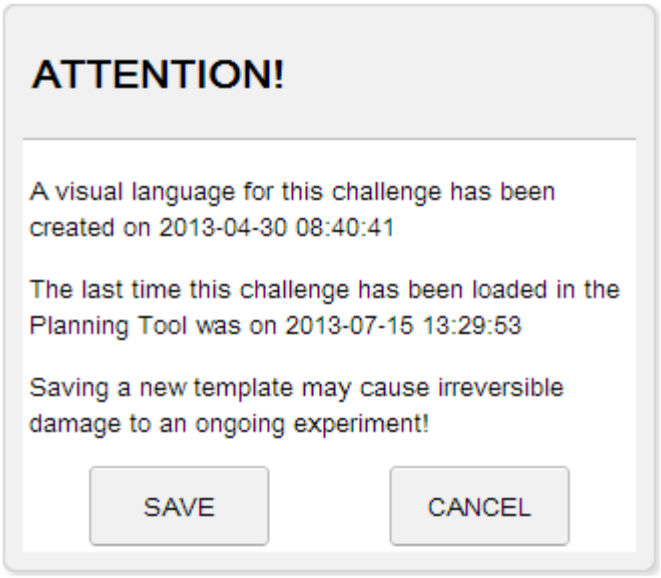

ATTENTION!
A visual language for this challenge has been created on 2013-04-30 08:40:41
The last time this challenge has been loaded in the Planning Tool was on 2013-07-15 13:29:53
Saving a new template may cause irreversible damage to an ongoing experiment!
SAVE
CANCEL

Image 159

7.8. *Use challenge design*

Now that you have created a new challenge design in the CAVilLag or rearranged an existing one, you can use this design in the Metafora platform. To use the challenge design, please login to the Metafora platform, as described in the section Login of this manual.

During the login process of the Metafora system you are asked to select the challenge you would like to use. Please select your challenge. In this example image the new designed challenge is the “New Test Challenge”, which was created and designed in the CAVilLag. On the right side of the challenge selection page of the login process you can see the challenge description which was added to the challenge in the CAVilLag. Please select your challenge, click on the **CONTINUE>** button and proceed as described in Login.

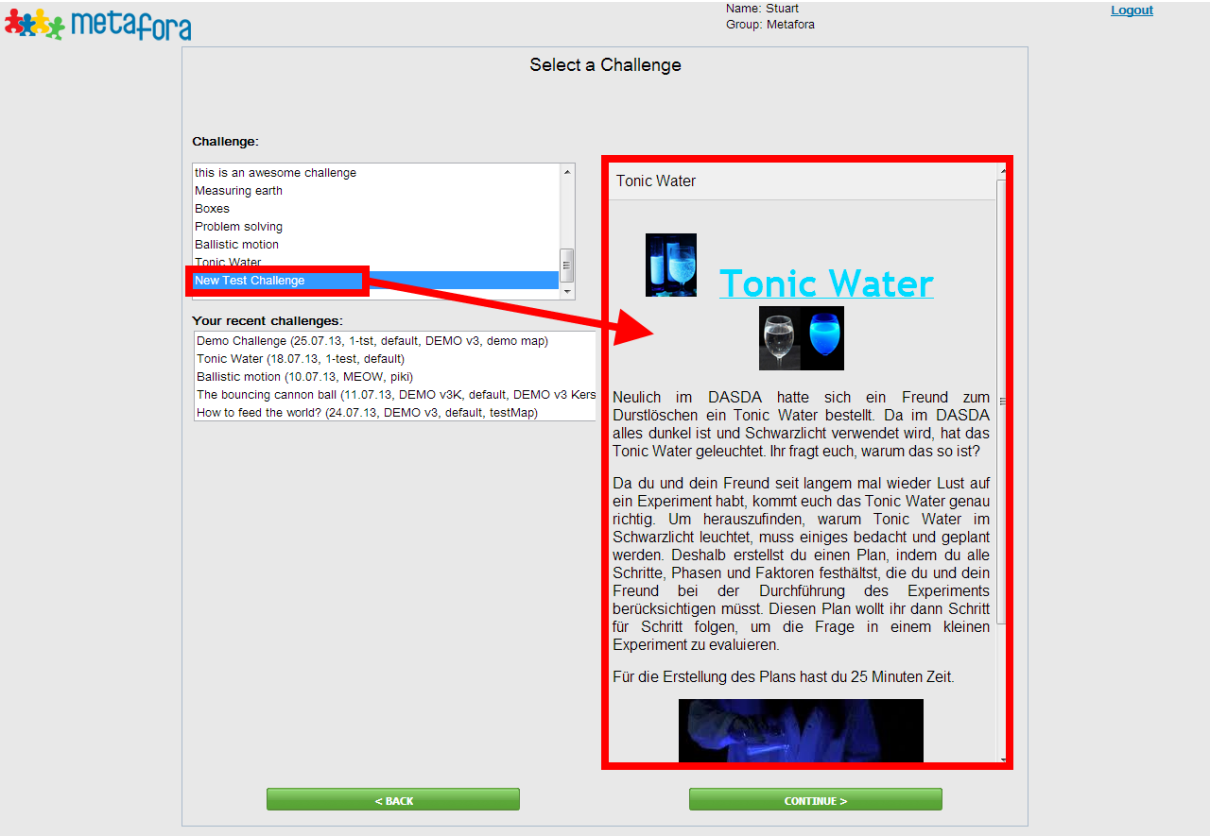

metafora
Name: Stuart
Group: Metafora
Logout
Select a Challenge
Challenge:
this is an awesome challenge
Measuring earth
Boxes
Problem solving
Ballistic motion
Tonic Water
New Test Challenge
Your recent challenges:
Demo Challenge (25.07.13, 1-tst, default, DEMO v3, demo map)
Tonic Water (18.07.13, 1-test, default)
Ballistic motion (10.07.13, MEOW, piki)
The bouncing cannon ball (11.07.13, DEMO v3K, default, DEMO v3 Kers
How to feed the world? (24.07.13, DEMO v3, default, testMap)
Tonic Water
Tonic Water
Neulich im DASDA hatte sich ein Freund zum Durstlöschen ein Tonic Water bestellt. Da im DASDA alles dunkel ist und Schwarzlicht verwendet wird, hat das Tonic Water geleuchtet. Ihr fragt euch, warum das so ist?
Da du und dein Freund seit langem mal wieder Lust auf ein Experiment habt, kommt euch das Tonic Water genau richtig. Um herauszufinden, warum Tonic Water im Schwarzlicht leuchtet, muss einiges bedacht und geplant werden. Deshalb erstellst du einen Plan, indem du alle Schritte, Phasen und Faktoren festhältst, die du und dein Freund bei der Durchführung des Experiments berücksichtigen müsst. Diesen Plan wollt ihr dann Schritt für Schritt folgen, um die Frage in einem kleinen Experiment zu evaluieren.
Für die Erstellung des Plans hast du 25 Minuten Zeit.
< BACK
CONTINUE >

Image 160

When you are successfully logged in to the Metafora platform and have selected your challenge, the design will be loaded in the Planning Tool.

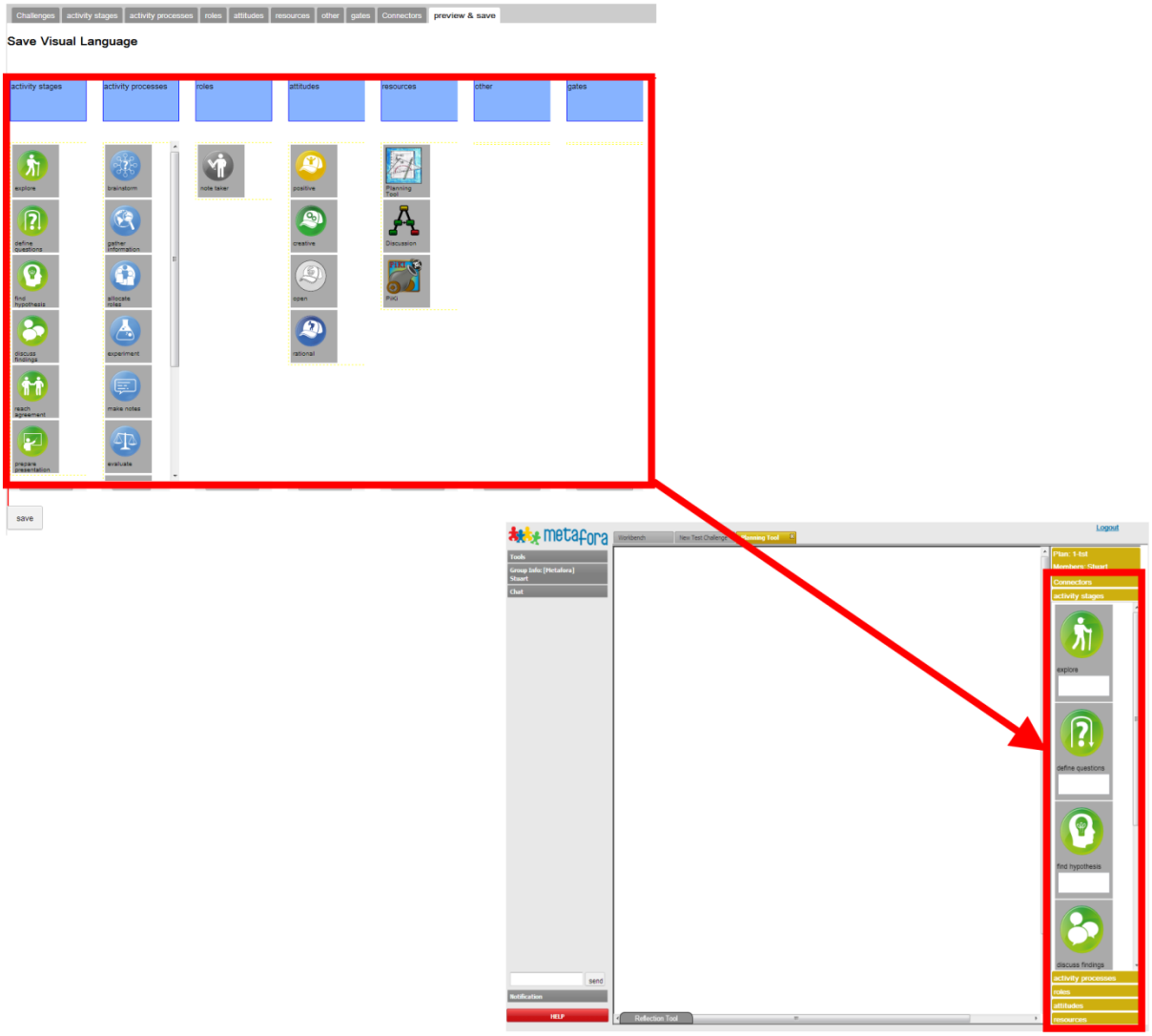


Image 161

It will include all the elements which were selected in the CAVilLag and also show them in the according order.

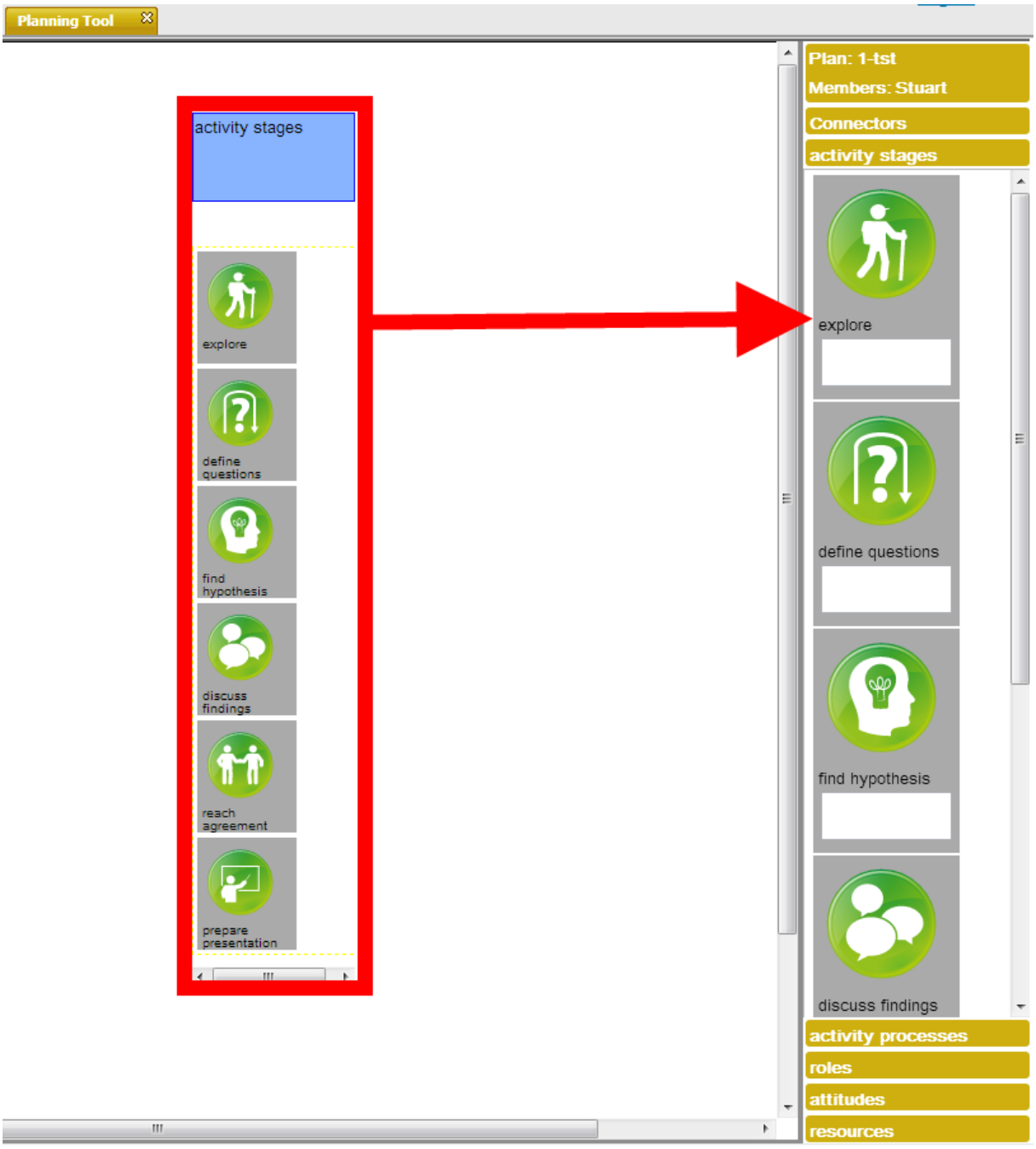

Planning Tool
activity stages
explore
define questions
find hypothesis
discuss findings
reach agreement
prepare presentation
Plan: 1-tst
Members: Stuart
Connectors
activity stages
explore
define questions
find hypothesis
discuss findings
activity processes
roles
attitudes
resources

Image 162

8. Summary

The User Manual of the Metafora system described how to use the platform with all its features. If you are interested in further information you can also take a look at the publications, listed in the References.

References

Drachman, R., Abdu, R., Daskolia, M., De-Groot, R., Dragon, T., Harrer, A., Kynigos, C. and Wegerif, R. (2012), The Metafora Project and the Promotion of Creativity – Theory-based Expectations and Preliminary Findings. Submitted to the eChallenges e-2012 Conference and Exhibition - 17-19 October 2012, Lisbon, Portugal.

Dragon, T., McLaren, B.M., Mavrikis, M., Harrer, A., Kynigos, C., Wegerif, R., & Yang, Y. (submitted). Metafora: A web-based platform for learning to learn together in science and mathematics. Submitted to the IEEE Transactions on Learning Technologies.

Harrer A., Herbst V. PlaTO – the planning tool observer in the multi-tool ELE Metafora. In ITS Workshop Proceedings on Intelligent Support for Exploratory Environments: Exploring, Collaborating, and Learning Together, 2012.

Harrer A., Irgang T., Sattes N., Pfahler K. SoCCR – optimistic concurrency control for the web-based collaborative framework Metafora. Proceedings of the 18th International Conference on Collaboration and Technology, CRIWG 2012, Springer, pp. 153- 160, Raesfeld, Germany.

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METAFORA

Learning to learn together:

A visual language for social orchestration of educational activities

STREP

ICT / Technology-enhanced learning

Pirates of the Kinematics Island (PiKI)

User Manual

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PP Restricted to other programme participants (including the Commission Services)	
RE Restricted to a group specified by the consortium (including the Commission Services)	
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Abstract	In this document we present how to use Pirates of the Kinematics Island (PiKI), one of the Microworlds of Metafora platform

Keyword list	PiKI, LASAD, Kinematics, Trajectory, Physics, Game

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Abbreviations used

LASAD - Learning to Argue: Generalized Support Across Domains

1. Starting PiKI

PiKI can be started from the Planning tool by adding a "PiKI resource card" to the plan. Once done, right clicking on the card opens the contextual menu. Among the various options, clicking on **start using** makes PiKI opening in a separate Tab.

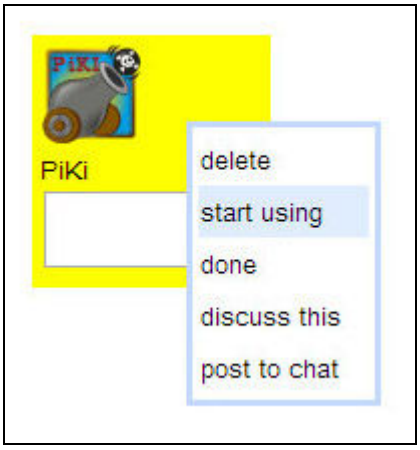


Figure 1: starting PiKI using a resource card

Through the usage of the resource card, users are able to start and resume a previously saved status in PiKI.
It is also possible to start PiKI using the button contained in the Tools panel on the left side of the screen, but this won't allow any save/load of the status of PiKI.

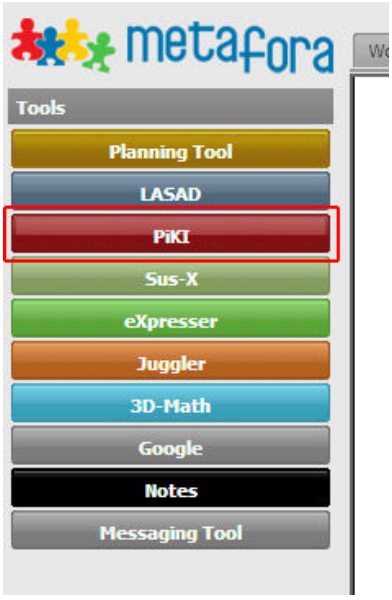


Figure 2: starting PiKI using the PiKI button

2. Game modes: Launch and Defence

PiKI offers two game modes, Launch and Defence, selectable from the start page.

Figure 3: start page of PiKI

2.1 *Defence mode*

Playing in Defence mode allows to put obstacles on the island to protect treasures against attacks of the players playing in Launch mode.

Figure 4: choosing Defence mode

Once selected the Defence mode, players are presented with a tutorial page, showing the basics of the game. Clicking on **Continue** allows players to go to the playing area.

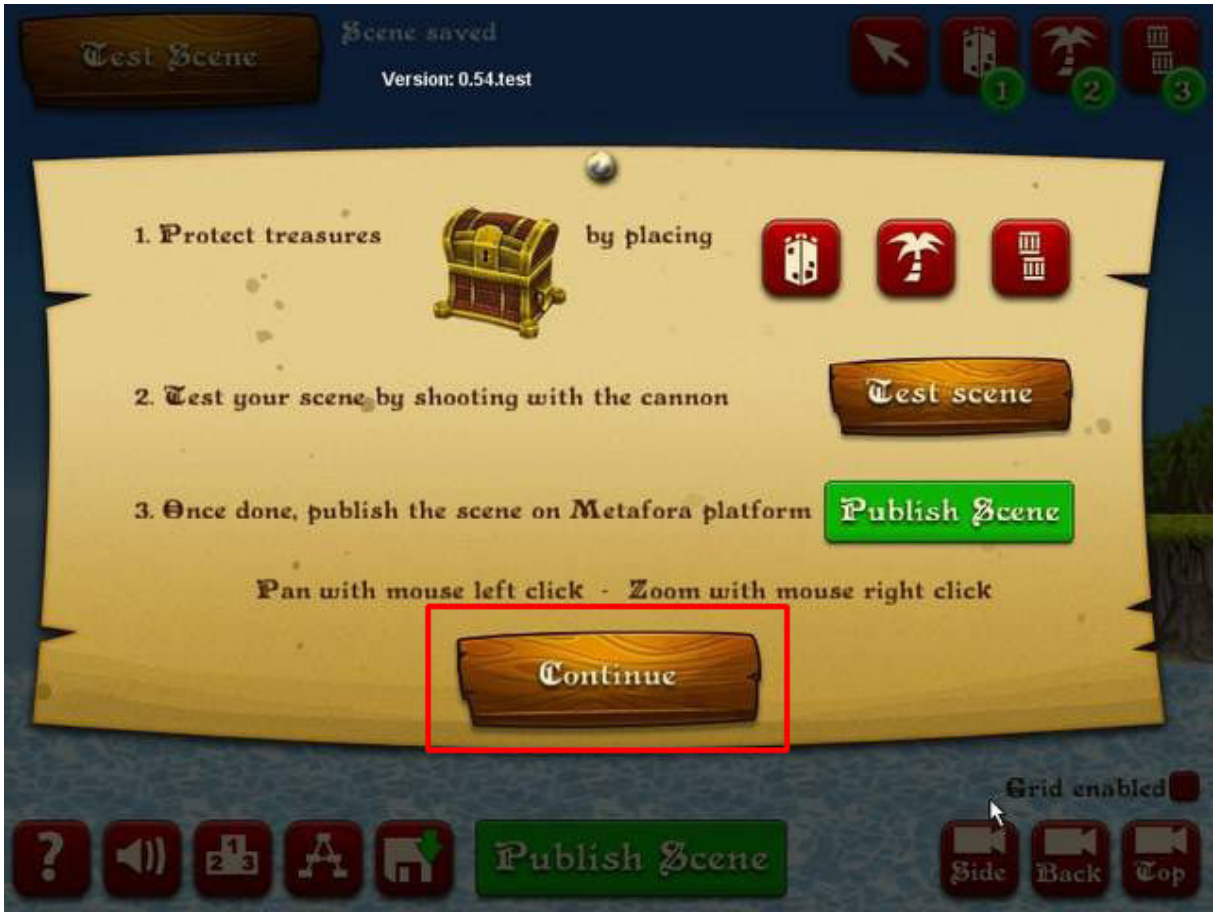


Figure 5: tutorial page of Defence mode

2.1.1 *Placing obstacles*

Three types of obstacles are available, in a limited quantity (shown by green numbers): towers, palm trees and boxes.

Figure 6: obstacles' icons

Clicking on the appropriate icons, the corresponding obstacle will be attached to the mouse pointer, to be placed onto the ground. The obstacle can be placed by clicking on it with the mouse left button, when the box around it becomes green.

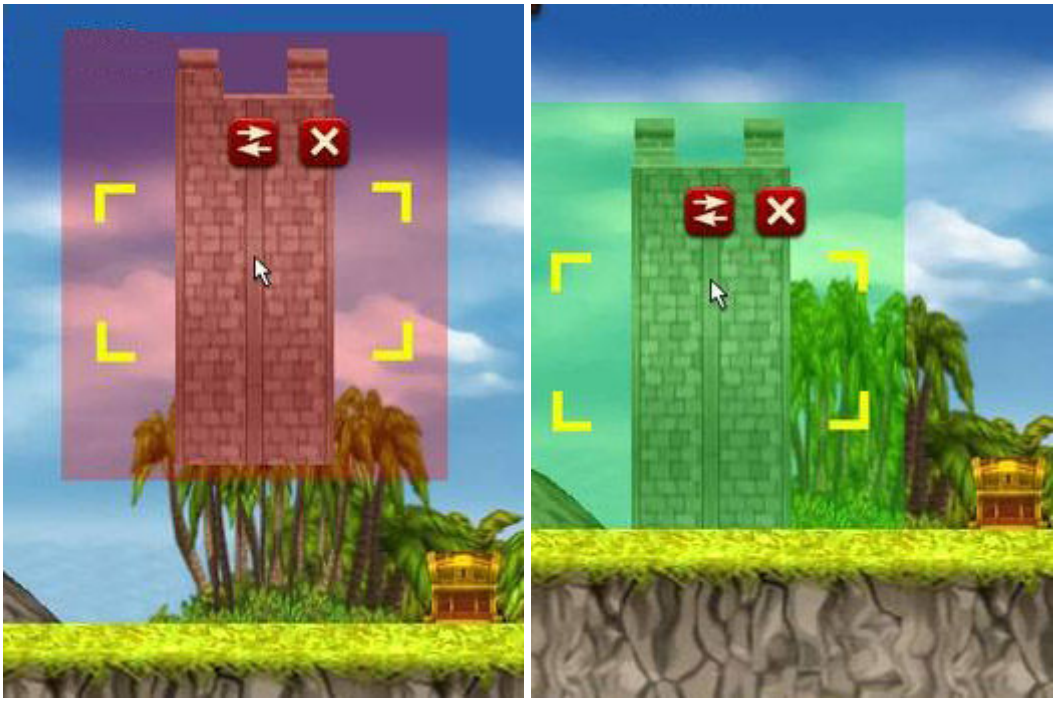


Figure 7: placing an obstacle with the mouse

2.1.2 *Moving and deleting obstacles*

Once placed, an obstacle can be moved to another position or deleted by clicking on the appropriate icons above the obstacle itself.

Figure 8: moving or deleting an obstacle

2.1.3 *Testing the scene*

To check the potential of the defence scene that has been created, players can shoot cannonballs trying to hit treasures. This is possible by clicking on the Test Scene button, on the top left corner of the screen.

Figure 9: shifting to Test Scene environment

While testing the scene, players can set Angle and Velocity of the cannonball and fire a certain number of shots (shown by green numbers).

Figure 10: changing Angle and Velocity and firing a shoot

2.1.4 *Publishing the scene*

Once the scene is ready (i.e. the treasures are well protected), players can publish it on the Metafora platform. This allows other players to select it for playing in Launch mode.

Publishing a scene is achieved by clicking on the green **Publish Scene** button, at the bottom of the screen.

Figure 11: the Publish Scene button

Figure 12: setting a name for the published scene

Figure 13: screen confirming the publishing of the scene on the Metafora platform

2.2 *Launch mode*

Playing in Launch mode allows to shoot cannonballs towards the island to hit treasures. To overcome obstacles (placed by players in Defence mode), trampolines and blocks can be used to make the cannonballs bounce.

Figure 14: choosing Launch mode

Once selected the Launch mode, players are presented with a list of scene (previously published by players playing in Defence mode) among whom to choose the one to play with.

Top Scenes
name owner date played won rating
1 Empty Scene test_group 2013-04-12 09:57:49 63 3
2 the evil tower Awesome 2013-04-24 17:00:58 16 0
3 PalmSpring test_group 2013-04-12 13:00:11 11 2
4 Palme test_group 2013-04-12 10:58:29 9 2
5 Kerstin Test test_group 2013-05-28 09:01:24 6 0
6 Prova test_group 2013-04-12 10:23:19 6 1
7 Bobs evil tower sce Awesome 2013-04-25 10:27:34 6 2
8 tobyTest test_group 2013-05-28 09:15:17 4 0
9 Test boxes 2013-04-24 12:48:51 4 0
10 Mucchietto test_group 2013-04-12 14:37:23 3 1
Continue
1/3

Figure 15: list of scenes available on Metafora platform

The list can be ordered in various modes (name, owner, date of creation, number of plays etc.) by clicking on the corresponding header.

Top Scenes
name owner date played won rating
1 Empty Scene test_group 2013-04-12 09:57:49 63 3
2 the evil tower Awesome 2013-04-24 17:00:58 16 0
3 PalmSpring test_group 2013-04-12 13:00:11 11 2
4 Palme test_group 2013-04-12 10:58:29 9 2

Figure 16: list can be ordered by clicking on headers

A scene is chosen by selecting it and clicking the **Continue** button.

Figure 17: choosing a scene

Once the scene has been chosen, players can select the character to play with.

Figure 18: choosing the character

After the character's choice, players are presented with a tutorial page, showing the basics of the game. Clicking on **Continue** allows players to go to the playing area.

Figure 19: tutorial page of Launch mode

2.2.1 *Firing the cannon*

Players can set Angle and Velocity of the cannonball and fire a certain number of shots (shown by green numbers) to try to hit all treasures.

Figure 20: sliders for changing Angle and Velocity. Fire button

Figure 21: the cannonball has been shot

2.2.2 *Placing trampolines and blocks*

Clicking on appropriate icons on the top right of the screen, trampolines and blocks can be placed on the ground, similarly to what has been done with obstacles in Defence mode.

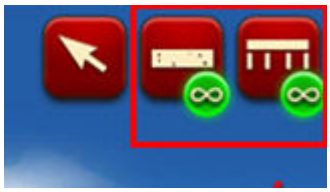


Figure 22: icons for trampolines and blocks

Figure 23: cannonball bouncing on a block

2.2.3 *Changing rules of trampolines and blocks*

Once a trampoline or a block has been placed, it is possible to change the restitution coefficient rules (both horizontal and vertical) by clicking the rules icon.

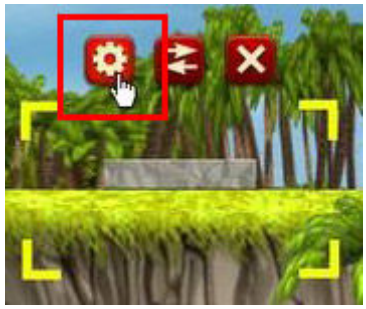


Figure 24: the rules icon

Figure 25: editing rules

2.2.4 *Switching between shooting and editing*

Switching between shooting and editing is done by clicking on **Go to Cannon** and **Edit Scene** buttons.

Figure 26: switching between shooting and editing

2.2.5 *Hitting a treasure*

If the cannonball hits a treasure, it opens to show its content and gives points to players.

Figure 27: hitting a treasure

Once all treasures are hit, the game finishes, giving the final score and allowing players to rate the scene.

Figure 28: final reward screen with a resume of the game and rating of the scene

2.3 *Analysing the shoot*

Players can analyse the shoot with different tools:

i) by getting the coordinates of the position of the ball during the entire trajectory

Figure 29: coordinates of the position of the ball

ii) by changing the point of view

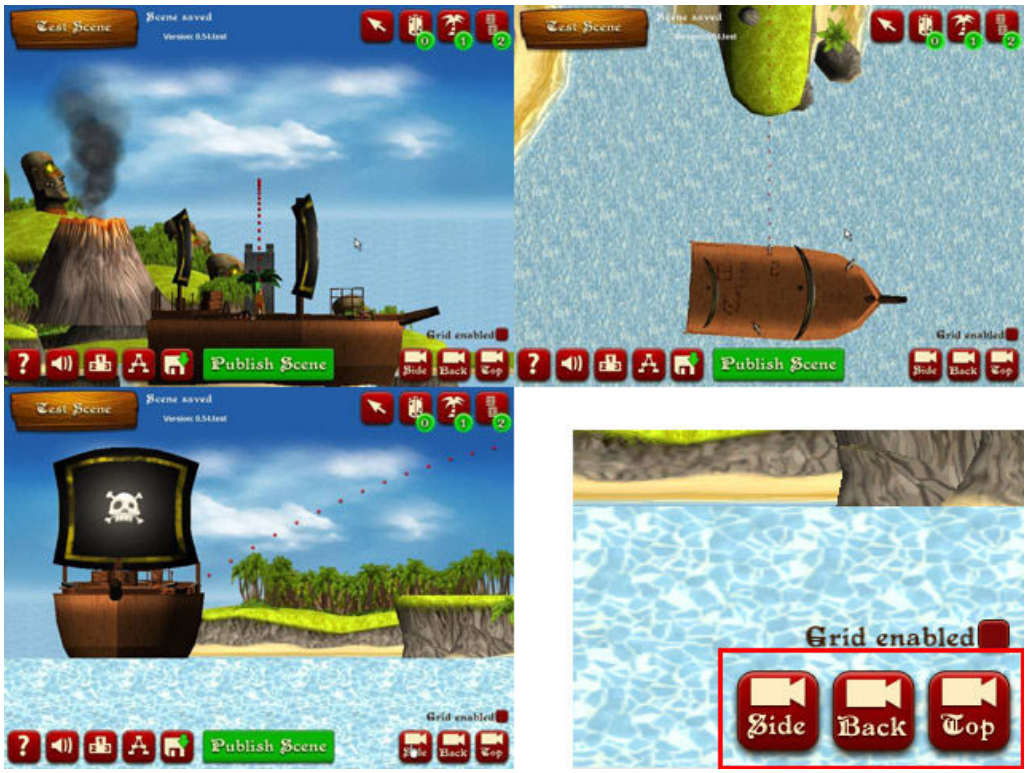


Figure 30: viewing the scene from three different cameras (by clicking on respective icons on the bottom right of the screen)

iii) by using a reference grid

Figure 31: enabling the grid

iv) by getting the final distance of the cannonball

Figure 32: distance reached by the cannonball in the last shot

2.4 *Navigation*

Navigation in PiKI is done with two main functionalities, pan and zoom.

Pan is done either by putting the mouse on the right or left side of the screen (slow pan), or by clicking and dragging with the mouse left button (fast pan).

Zoom is done by clicking and dragging vertically with mouse right button.

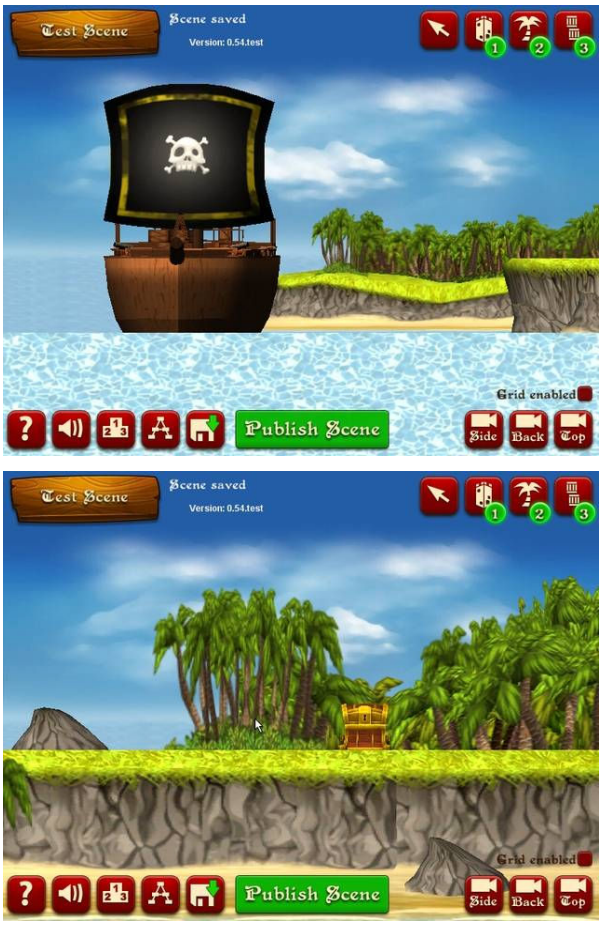


Figure 33: zooming in and out

2.5 *Additional features*

2.5.1 *Help*

Both in Defence and Launch modes, it is possible to get a help screen by clicking the **Help button** on the bottom left side of the screen.

Figure 34: the Help button

Figure 35: help pages in Defence mode

2.5.2 *Sound on/off*

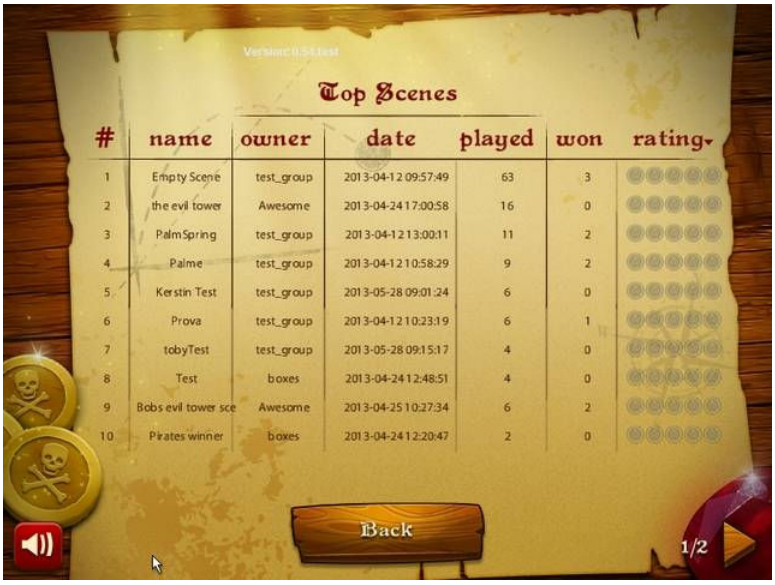
Playing or muting sounds is done by clicking the **Sound button.**

Figure 36: the Sound button

2.5.3 *Rank of scenes*

Players can visualize the rank of scenes by clicking the **Rank button.**

Figure 37: the Rank button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6 Prova test_group 2013-04-12 10:23:19 6 1
7 tobyTest test_group 2013-05-28 09:15:17 4 0
8 Test boxes 2013-04-24 12:48:51 4 0
9 Bobs evil tower sce Awesome 2013-04-25 10:27:34 6 2
10 Pirates winner boxes 2013-04-24 12:20:47 2 0
Back
1/2

Figure 38: the Rank of scenes

2.5.4 *Share to LASAD*

Players can share with other groups of players the status of the game they are playing with. The status is sent to LASAD, one of the tools of Metafora platform, so that other players can view and use PiKI scene in a collaborative way. This is accomplished by means of the **Share to LASAD button.**

Figure 39: the Share to LASAD button

2.5.5 *Save scene*

PiKI saves the scene automatically each time a meaningful action is done (e.g. placing an obstacle, shooting the cannon etc.). Nevertheless, players can save the scene by pressing the **Save button.**

Figure 40: the Save button